



cogsnap

Male Gnome Alchemist



Played by:

PFS Number:



SKILLS		CARDS		FT: ITEM	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	2 <input type="checkbox"/> 3		
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DISABLE: DEXTERITY +3 RANGED: DEXTERITY +1	SPELL	1 <input type="checkbox"/> 2		
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3		
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 ARCANE: INTELLIGENCE +1 CRAFT: INTELLIGENCE +2	ITEM	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4		
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
POWERS					
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8				
PROFICIENT WITH	Light Armors Weapons				
When you would banish a card that has the Alchemical trait for its power, you may (<input type="checkbox"/> discard it or) banish another card that has the Alchemical or Liquid trait instead.					
Add 1d6 to your Ranged combat check that has the Alchemical trait.					
After you defeat a monster, you may discard (<input type="checkbox"/> or recharge) a card to draw an item that has the Alchemical or Liquid trait from the box.					

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SKILLS		CARDS	FT: ITEM
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	2 <input type="checkbox"/> 3
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DISABLE: DEXTERITY +3 RANGED: DEXTERITY +1	SPELL	1 <input type="checkbox"/> 2
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 ARCANE: INTELLIGENCE +1 CRAFT: INTELLIGENCE +2	ITEM	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
Bodger			
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH	Light Armors Weapons		
When you would banish a card that has the Alchemical trait for its power, you may (<input type="checkbox"/> discard it or) banish another card that has the Alchemical or Liquid trait instead.			
Add 1d6 to your Ranged combat check that has the Alchemical trait (<input type="checkbox"/> or your check against a card that has the Automaton, Construct, or Trap trait).			
After you defeat a monster, you may discard (<input type="checkbox"/> or recharge) a card to draw an item that has the Alchemical or Liquid trait from the box. (<input type="checkbox"/> If the defeated monster has the Construct trait, or if you defeat a barrier that has the Lock or Trap trait, you may draw a (<input type="checkbox"/> non-Basic) item instead.)			
<input type="checkbox"/> You may recharge a card to add 1d6 to your check (<input type="checkbox"/> or to a check by a character at your location) against a card that has the Automaton, Construct, or Trap trait (<input type="checkbox"/> or any barrier) and ignore its immunities.			
<input type="checkbox"/> When you would discard (<input type="checkbox"/> or bury) a boon that has the Automaton or Tool trait, you may recharge it instead.			

Bodger



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SKILLS		CARDS		FT: ITEM					
STRENGTH	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	WEAPON	2	<input type="checkbox"/> 3		
DEXTERITY	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	SPELL	1	<input type="checkbox"/> 2		
DISABLE: DEXTERITY +3		RANGED: DEXTERITY +1			ARMOR	1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	
CONSTITUTION	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2		ITEM	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8
INTELLIGENCE	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	ALLY	3	<input type="checkbox"/> 4		
ARCANE: INTELLIGENCE +1					BLESSING	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	
CRAFT: INTELLIGENCE +2									
WISDOM	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2						
CHARISMA	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2						
POWERS									
HAND SIZE	6	<input type="checkbox"/> 7	<input type="checkbox"/> 8						
PROFICIENT WITH	Light Armors	Weapons							
When you would banish a card that has the Alchemical trait for its power, you may (<input type="checkbox"/> discard it or) banish another card that has the Alchemical or Liquid trait instead.									
Add 1d6 to your Ranged combat check that has the Alchemical trait.									
After you defeat a monster, you may discard (<input type="checkbox"/> or recharge) a card to draw an item that has the Alchemical or Liquid trait from the box.									

SKILLS		CARDS	FT: ITEM
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	2 <input type="checkbox"/> 3
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DISABLE: DEXTERITY +3 RANGED: DEXTERITY +1	SPELL	1 <input type="checkbox"/> 2
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 ARCANE: INTELLIGENCE +1 CRAFT: INTELLIGENCE +2	ITEM	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
POWERS		<h1>Bloodbomber</h1>	
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH	Light Armors Weapons		
When you would banish a card that has the Alchemical trait for its power, you may (<input type="checkbox"/> discard it or) (<input type="checkbox"/> recharge it or) banish another card that has the Alchemical or Liquid trait instead.			
Add 1d6 (<input type="checkbox"/> +2) to your Ranged combat check that has the Alchemical trait.			
After you defeat a monster, you may discard (<input type="checkbox"/> or recharge) a card to draw an item that has the Alchemical or Liquid trait from the box (<input type="checkbox"/> or you may draw 2 and return 1 to the box).			
<input type="checkbox"/> On (<input type="checkbox"/> your combat check or) your Ranged combat check, you may discard any number of items that have the Alchemical trait (<input type="checkbox"/> or any items); for each item discarded, add 1d6 and the item's traits to the check.			
<input type="checkbox"/> The first item (<input type="checkbox"/> or any item) you play that has the Alchemical or Liquid trait does not count against the number of items you can play on a check or step.			

Bloodbomber

Daniel

Male Elf Alchemist



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	4 <input type="checkbox"/> 5
DEXTERITY	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DISABLE: DEXTERITY +1	SPELL	3 <input type="checkbox"/> 4
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 CRAFT: INTELLIGENCE +3	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 PERCEPTION: WISDOM +2	ALLY	— <input type="checkbox"/> 1
CHARISMA	d4 <input type="checkbox"/> +1	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors	Weapons	
You may not play spells that have the Attack trait.			
When you would banish a card that has the Alchemical trait or a spell for its power, you may recharge it instead.			
You may discard a card that has the Alchemical trait (<input type="checkbox"/> or any 2 cards) to add your Intelligence skill to your Dexterity combat check (<input type="checkbox"/> or to your Strength, Dexterity, or Constitution non-combat check).			

Daniel

Male Elf Alchemist



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PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	4 <input type="checkbox"/> 5
DEXTERITY	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DISABLE: DEXTERITY +1	SPELL	3 <input type="checkbox"/> 4
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 CRAFT: INTELLIGENCE +3	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 PERCEPTION: WISDOM +2	ALLY	— <input type="checkbox"/> 1
CHARISMA	d4 <input type="checkbox"/> +1	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
Powers Master			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors	Weapons	
You may not play spells that have the Attack trait.			
When you would banish a card that has the Alchemical trait or a spell for its power, you may recharge it (<input type="checkbox"/> or shuffle it into your deck) instead.			
You may discard a card that has the Alchemical trait (<input type="checkbox"/> or any 2 cards) to add your Intelligence skill (<input type="checkbox"/> +2) to your Dexterity combat check (<input type="checkbox"/> or to your Strength, Dexterity, or Constitution non-combat check) (<input type="checkbox"/> or your Strength check when you do not play a weapon).			
<input type="checkbox"/> When you defeat a barrier that has the Obstacle trait (<input type="checkbox"/> or any barrier), you may explore again.			
<input type="checkbox"/> At the end of your turn, you may recharge a random card (<input type="checkbox"/> or any card) from your discard pile (<input type="checkbox"/> or your buried cards).			

Miscibility Master



For this and other game aids, visit
<http://www.esg-labs.com/>

Daniel

Male Elf Alchemist



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	4 <input type="checkbox"/> 5
DEXTERITY	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DISABLE: DEXTERITY +1	SPELL	3 <input type="checkbox"/> 4
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 CRAFT: INTELLIGENCE +3	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 PERCEPTION: WISDOM +2	ALLY	— <input type="checkbox"/> 1
CHARISMA	d4 <input type="checkbox"/> +1	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors	Weapons	
You may not play spells that have the Attack trait.			
When you would banish a card that has the Alchemical trait or a spell for its power, you may recharge it instead.			
You may discard a card that has the Alchemical trait (<input type="checkbox"/> or any 2 cards) to add your Intelligence skill to your Dexterity combat check (<input type="checkbox"/> or to your Strength, Dexterity, or Constitution non-combat check).			

Daniel

Male Elf Alchemist



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PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	4 <input type="checkbox"/> 5
DEXTERITY	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DISABLE: DEXTERITY +1	SPELL	3 <input type="checkbox"/> 4
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 CRAFT: INTELLIGENCE +3	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 PERCEPTION: WISDOM +2	ALLY	— <input type="checkbox"/> 1
CHARISMA	d4 <input type="checkbox"/> +1	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
POWERS		Mindchemist	
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors Weapons		
You may not play spells that have the Attack trait (<input type="checkbox"/> unless you discard a card that has the Alchemical trait).			
When you would banish (<input type="checkbox"/> or discard) a card that has the Alchemical trait or a spell for its power, you may recharge it (<input type="checkbox"/> or shuffle it into your deck) instead.			
You may discard a card that has the Alchemical trait (<input type="checkbox"/> or any 2 cards) to add your Intelligence skill to your Dexterity combat check (<input type="checkbox"/> or to your Strength, Dexterity, or Constitution non-combat check).			
<input type="checkbox"/> You may bury (<input type="checkbox"/> or discard) a card that has the Alchemical trait to add your Dexterity skill (<input type="checkbox"/> +2) to your Intelligence (<input type="checkbox"/> or Wisdom or Charisma) check. (<input type="checkbox"/> Then you may draw a card.)			

Mindchemist



Mother Myrtle

Female Human Alchemist



Played by:

PFS Number:



SKILLS		CARDS		FT: SPELL
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	— <input type="checkbox"/> 1	
DEXTERITY	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2	
FORTITUDE: CONSTITUTION +1		ITEM	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
INTELLIGENCE	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
KNOWLEDGE: INTELLIGENCE +2		BLESSING	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
WISDOM	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4			
CRAFT: WISDOM +2 SURVIVAL: WISDOM +2				
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3			
POWERS				
HAND SIZE	6 <input type="checkbox"/> 7			
PROFICIENT WITH	Light Armors			
You may use your Wisdom skill for your Arcane (<input type="checkbox"/> or Divine) check.				
When you would banish (<input type="checkbox"/> or discard) a boon that has the Alchemical, Arcane, Divine, or Liquid trait for its power, you may instead attempt a Knowledge check with a difficulty of 7 plus the card's adventure deck number. If you succeed, recharge it (<input type="checkbox"/> or shuffle it into your deck); if you fail, discard it.				

Mother Myrtle

Female Human Alchemist



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	— <input type="checkbox"/> 1
DEXTERITY	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2
FORTITUDE: CONSTITUTION +1		ITEM	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
INTELLIGENCE	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
KNOWLEDGE: INTELLIGENCE +2		BLESSING	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
WISDOM	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	Preservationist	
CRAFT: WISDOM +2 SURVIVAL: WISDOM +2			
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3		
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors		
You may use your Wisdom skill for your Arcane (<input type="checkbox"/> or Divine) check.			
When you would banish (<input type="checkbox"/> or discard) a boon that has the Alchemical, Arcane, Divine, or Liquid trait for its power, you may instead attempt a Knowledge check with a difficulty of 7 plus the card's adventure deck number. If you succeed, recharge it (<input type="checkbox"/> or shuffle it into your deck); if you fail, discard it.			
<input type="checkbox"/> You may recharge a card to add 1d4 (<input type="checkbox"/> 1d6) to a Wisdom (<input type="checkbox"/> or Knowledge) check by a character at your location (<input type="checkbox"/> or add 2d4 to his check against a card that has the Animal, Aquatic, Plant, or Vermin trait).			
<input type="checkbox"/> At the start of your turn, you may display an ally that does not list Diplomacy in its check to acquire. During your turn, you may recharge a card to draw one of those allies (<input type="checkbox"/> or to give one of them to another character at your location).			
<input type="checkbox"/> You may play an additional ally on your check (<input type="checkbox"/> or any check).			

Preservationist



Mother Myrtle

Female Human Alchemist



Played by:

PFS Number:



SKILLS		CARDS		FT: SPELL
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	— <input type="checkbox"/> 1	
DEXTERITY	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2	
FORTITUDE: CONSTITUTION +1		ITEM	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
INTELLIGENCE	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
KNOWLEDGE: INTELLIGENCE +2		BLESSING	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
WISDOM	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4			
CRAFT: WISDOM +2 SURVIVAL: WISDOM +2				
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3			
POWERS				
HAND SIZE	6 <input type="checkbox"/> 7			
PROFICIENT WITH	Light Armors			
You may use your Wisdom skill for your Arcane (<input type="checkbox"/> or Divine) check.				
When you would banish (<input type="checkbox"/> or discard) a boon that has the Alchemical, Arcane, Divine, or Liquid trait for its power, you may instead attempt a Knowledge check with a difficulty of 7 plus the card's adventure deck number. If you succeed, recharge it (<input type="checkbox"/> or shuffle it into your deck); if you fail, discard it.				

Mother Myrtle

Female Human Alchemist



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	— <input type="checkbox"/> 1
DEXTERITY	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2
FORTITUDE: CONSTITUTION +1		ITEM	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
INTELLIGENCE	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
KNOWLEDGE: INTELLIGENCE +2		BLESSING	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
WISDOM	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	Reanimator	
CRAFT: WISDOM +2 SURVIVAL: WISDOM +2			
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3		
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH	Light Armors		
You may use your Wisdom skill for your Arcane (<input type="checkbox"/> or Divine) check.			
When you would banish (<input type="checkbox"/> or discard) a boon that has the Alchemical, Arcane, Divine, or Liquid trait for its power, you may instead attempt a Knowledge check with a difficulty of 7 (<input type="checkbox"/> 5) plus the card's adventure deck number. If you succeed, recharge it (<input type="checkbox"/> or shuffle it into your deck); if you fail, discard it.			
<input type="checkbox"/> You may recharge a card to add 1d4 to a Wisdom check by a character at your location (<input type="checkbox"/> or add 2d4 to his check against a card that has the Animal, Aquatic, Plant, or Vermin trait) (<input type="checkbox"/> or the Outsider or Undead trait).			
<input type="checkbox"/> When a character at your location defeats a monster, you may draw an ally (<input type="checkbox"/> or a spell or an item) from your discard pile (<input type="checkbox"/> or search your deck for a card of that type and draw it).			

Reanimator

WEAPONS

___ Aklys (B)	___ Poisoned Sand Tube (B)	___ Flask Thrower (3)
___ Blowgun (B)	___ Sling Staff (B)	___ Flame Cannon (4)
___ Corrosive Dagger +1 (B)	___ Fire Lance (1)	___ Galvanic Kopis +2 (5)
___ Dagger (B)	___ Galvanic Chakram +1 (1)	___ Sling Staff +2 (6)
___ Hand Crossbow (B)	___ Javelin of Lightning (2)	___

SPELLS

___ Bloodscent (B)	___ Stone Skin (1)	___ Restoration (4)
___ Brilliance (B)	___ Heat Metal (2)	___ Death's Touch (5)
___ Cure (B)^B	___ Paralyze (2)	___ Dragon's Breath (5)
___ Lightning Touch (B)	___ Lightning Bolt (3)	___ Lab Accident (6)
___ Viper Strike (B)	___ Major Cure (3)	___
___ Corrosion (1)	___ Cape of Wasps (4)	___

ARMORS

___ Crocodile Skin Armor (B)	___ Alchemist's Suit (2)	___ Parade Armor (5)
___ Tussah Silk Coat (B)	___ Bone Lamellar (2)	___ Horn Lamellar (6)
___ Alchemist's Shield (1)	___ Steel Ibis Lamellar (3)	___
___ Laboratory Coat (1)	___ Brass Sentinel (4)	___

ITEMS

___ Acid Flask (B)	___ Canteen (1)	___ Twitch Tonic (3)
___ Alchemist's Fire (B)	___ Embalming Fluid (1)	___ Alkali Flask (4)
___ Bladeguard (B)	___ Smoked Glass Goggles (1)	___ Potion of Heroism (4)
___ Flash Freeze (B)	___ Kohl of Uncanny Discernment (2)	___ Sunrod (4)
___ Noxious Bomb (B)	___ Liquid Ice (2)	___ Bottled Lightning (5)
___ Potion of Energy Resistance (B)	___ Potion of Focus (2)	___ Chest of Keeping (5)
___ Potion of Healing (B)	___ Potion of Restoration (2)	___ Fuse Grenade (6)
___ Potion of Nightvision (B)	___ Deliquescent Gloves (3)	___ Tears of Death (6)
___ Alchemist's Kit (1)	___ Liquid Persuasion (3)	___
___ Burglar's Bracers (1)	___ Spellbottle (3)	___

ALLIES

___ Anesthetizing Slime (B)	___ Archer (1)	___ Scribe (3)
___ Clockwork Butterfly (B)	___ Clockwork Servant (1)	___ Clockwork Owl (4)
___ Clockwork Spy (B)	___ Stained Glass Elemental (1)	___ Crystalline Carnivore (4)
___ Embalmer (B)	___ Apprentice (2)	___ Clockwork Librarian (5)
___ Giant Slug (B)	___ Flensing Jelly (2)	___ Clockwork Dragonling (6)
___ Researcher (B)	___ Deathtrap in a Jar (3)	___

BLESSINGS

___ Blessing of the Elements (B)^B x?	___ Blessing of Pharasma (1)	___ Blessing of Norgorber (5)
___ Blessing of Erastil (B)	___ Blessing of Pharasma (2)	___ Blessing of Ptah (6)
___ Blessing of Nethys (1)	___ Blessing of Isis (3)	___
	___ Blessing of Osiris (4)	___

WEAPONS

___ Aklys (B)	___ Poisoned Sand Tube (B)	___ Flask Thrower (3)
___ Blowgun (B)	___ Sling Staff (B)	___ Flame Cannon (4)
___ Corrosive Dagger +1 (B)	___ Fire Lance (1)	___ Galvanic Kopis +2 (5)
___ Dagger (B)	___ Galvanic Chakram +1 (1)	___ Sling Staff +2 (6)
___ Hand Crossbow (B)	___ Javelin of Lightning (2)	___

SPELLS

___ Bloodscent (B)	___ Stone Skin (1)	___ Restoration (4)
___ Brilliance (B)	___ Heat Metal (2)	___ Death's Touch (5)
___ Cure (B)^B	___ Paralyze (2)	___ Dragon's Breath (5)
___ Lightning Touch (B)	___ Lightning Bolt (3)	___ Lab Accident (6)
___ Viper Strike (B)	___ Major Cure (3)	___
___ Corrosion (1)	___ Cape of Wasps (4)	___

ARMORS

___ Crocodile Skin Armor (B)	___ Alchemist's Suit (2)	___ Parade Armor (5)
___ Tussah Silk Coat (B)	___ Bone Lamellar (2)	___ Horn Lamellar (6)
___ Alchemist's Shield (1)	___ Steel Ibis Lamellar (3)	___
___ Laboratory Coat (1)	___ Brass Sentinel (4)	___

ITEMS

___ Acid Flask (B)	___ Canteen (1)	___ Twitch Tonic (3)
___ Alchemist's Fire (B)	___ Embalming Fluid (1)	___ Alkali Flask (4)
___ Bladeguard (B)	___ Smoked Glass Goggles (1)	___ Potion of Heroism (4)
___ Flash Freeze (B)	___ Kohl of Uncanny Discernment (2)	___ Sunrod (4)
___ Noxious Bomb (B)	___ Liquid Ice (2)	___ Bottled Lightning (5)
___ Potion of Energy Resistance (B)	___ Potion of Focus (2)	___ Chest of Keeping (5)
___ Potion of Healing (B)	___ Potion of Restoration (2)	___ Fuse Grenade (6)
___ Potion of Nightvision (B)	___ Deliquescent Gloves (3)	___ Tears of Death (6)
___ Alchemist's Kit (1)	___ Liquid Persuasion (3)	___
___ Burglar's Bracers (1)	___ Spellbottle (3)	___

ALLIES

___ Anesthetizing Slime (B)	___ Archer (1)	___ Scribe (3)
___ Clockwork Butterfly (B)	___ Clockwork Servant (1)	___ Clockwork Owl (4)
___ Clockwork Spy (B)	___ Stained Glass Elemental (1)	___ Crystalline Carnivore (4)
___ Embalmer (B)	___ Apprentice (2)	___ Clockwork Librarian (5)
___ Giant Slug (B)	___ Flensing Jelly (2)	___ Clockwork Dragonling (6)
___ Researcher (B)	___ Deathtrap in a Jar (3)	___

BLESSINGS

___ Blessing of the Elements (B)^B x?	___ Blessing of Pharasma (1)	___ Blessing of Norgorber (5)
___ Blessing of Erastil (B)	___ Blessing of Pharasma (2)	___ Blessing of Ptah (6)
___ Blessing of Nethys (1)	___ Blessing of Isis (3)	___
	___ Blessing of Osiris (4)	___