



Amiti

Female Human Barbarian



Played by:

PFS Number:



SKILLS		CARDS		FT: WEAPON	
STRENGTH	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	WEAPON	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
MELEE: STRENGTH +2		SPELL	—		
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
FORTITUDE: CONSTITUTION +2		ALLY	2 <input type="checkbox"/> 3		
INTELLIGENCE	d4 <input type="checkbox"/> +1	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
WISDOM	d6 <input type="checkbox"/> +1				
SURVIVAL: WISDOM +2					
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
POWERS					
HAND SIZE	4 <input type="checkbox"/> 5				
PROFICIENT WITH	Light Armors <input type="checkbox"/> Heavy Armors Weapons				
You may bury a card to add 1d10 to your Strength or Constitution check, or to your check to defeat a barrier that has the Lock, Obstacle, or Trap trait. (<input type="checkbox"/> Then you may draw a card.) If it is your exploration, but it is not the first exploration of your turn, add an additional 1d6.					
At the end of your turn (<input type="checkbox"/> or when your location closes), you may move.					

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SKILLS	CARDS	FT: WEAPON
STRENGTH d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +2	WEAPON 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
DEXTERITY d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL —	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 FORTITUDE: CONSTITUTION +2	ARMOR 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
INTELLIGENCE d4 <input type="checkbox"/> +1	ITEM 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
WISDOM d6 <input type="checkbox"/> +1 SURVIVAL: WISDOM +2	ALLY 2 <input type="checkbox"/> 3	
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
POWERS		
HAND SIZE 4 <input type="checkbox"/> 5		
PROFICIENT WITH Light Armors <input type="checkbox"/> Heavy Armors Weapons		
You may bury a card to add 1d10 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to your Strength or Constitution check, or to your check to defeat a barrier that has the Lock, Obstacle, or Trap trait. (<input type="checkbox"/> Then you may draw a card.) If it is your exploration, but it is not the first exploration of your turn, add an additional 1d6 (<input type="checkbox"/> 1d8).		
At the end of your turn (<input type="checkbox"/> or when your location closes), you may move. (<input type="checkbox"/> If you do, you may then examine the top card of your location deck.)		
<input type="checkbox"/> When you defeat a barrier, you may examine the top card (<input type="checkbox"/> or top 3 cards) of your location deck. You may put any examined boons on the bottom of the location deck. (<input type="checkbox"/> Then you may explore your location.)		
<input type="checkbox"/> When you acquire a boon on your turn, you may immediately recharge it to explore your location.		

Unstoppable Force

Unstoppable Force





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Amiti



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PFS Number:



SKILLS					CARDS	FT: WEAPON				
STRENGTH	d12	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4	WEAPON	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8
MELEE: STRENGTH +2						SPELL	—			
DEXTERITY	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3		ARMOR	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	
CONSTITUTION	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4	ITEM	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	
FORTITUDE: CONSTITUTION +2						ALLY	2	<input type="checkbox"/> 3		
INTELLIGENCE	d4	<input type="checkbox"/> +1				BLESSING	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	
WISDOM	d6	<input type="checkbox"/> +1								
SURVIVAL: WISDOM +2										
CHARISMA	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2							
POWERS										
HAND SIZE	4		<input type="checkbox"/> 5							
PROFICIENT WITH	Light Armors		<input type="checkbox"/> Heavy Armors		Weapons					
You may bury a card to add 1d10 to your Strength or Constitution check, or to your check to defeat a barrier that has the Lock, Obstacle, or Trap trait. (<input type="checkbox"/> Then you may draw a card.) If it is your exploration, but it is not the first exploration of your turn, add an additional 1d6.										
At the end of your turn (<input type="checkbox"/> or when your location closes), you may move.										

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PFS Number:



SKILLS					CARDS	FT: WEAPON				
STRENGTH	d12	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4	WEAPON	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8
MELEE: STRENGTH +2						SPELL	—			
DEXTERITY	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3		ARMOR	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	
CONSTITUTION	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4	ITEM	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	
FORTITUDE: CONSTITUTION +2						ALLY	2	<input type="checkbox"/> 3		
INTELLIGENCE	d4	<input type="checkbox"/> +1				BLESSING	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	
WISDOM	d6	<input type="checkbox"/> +1				Immovable Object				
SURVIVAL: WISDOM +2										
CHARISMA	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2							
POWERS										
HAND SIZE		4	<input type="checkbox"/> 5	<input type="checkbox"/> 6						
PROFICIENT WITH		Light Armors	<input type="checkbox"/> Heavy Armors	Weapons						
You may bury a card to add 1d10 to your Strength or Constitution check, or to your check to defeat a barrier that has the Lock, Obstacle, or Trap trait. (<input type="checkbox"/> Then you may draw a card.) If it is your exploration, but it is not the first exploration of your turn, add an additional 1d6.										
At the end of your turn (<input type="checkbox"/> or when your location closes), you may move (<input type="checkbox"/> or you may recharge a card).										
<input type="checkbox"/> When you would be moved, you may choose not to move.										
<input type="checkbox"/> Add 1d6 to your check to close your location (<input type="checkbox"/> or to your check when it is not your turn).										
<input type="checkbox"/> When you acquire a boon, you may recharge it to recharge a random card from your discard pile (<input type="checkbox"/> or to draw a card).										
<input type="checkbox"/> When a bane deals damage to you before you act, reduce that damage by 3.										

Immovable Object





Brielle

Female Halfing Barbarian



Played by:

PFS Number:



SKILLS		CARDS		FT: ITEM	
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	WEAPON	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
MELEE: STRENGTH +3		SPELL	—		
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3		
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ITEM	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
INTELLIGENCE	d6 <input type="checkbox"/> +1	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
WISDOM	d4 <input type="checkbox"/> +1	BLESSING	4 <input type="checkbox"/> 5		
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3				
DIPLOMACY: CHARISMA +3					
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6				
PROFICIENT WITH	Light Armors <input type="checkbox"/> Heavy Armors Weapons				
You may bury a card from your hand to add 1d12 (<input type="checkbox"/> +1) to your Strength or Charisma check. If you succeed at the check, you may recharge that card instead.					
For your combat check, you may reveal an item that has the Object or Tool trait to use your Melee skill + 1d8 (<input type="checkbox"/> 1d12) plus the card's adventure deck number; you may additionally discard it to add another 1d8 and the card's traits.					

Brielle

Female Halfing Barbarian



Played by:

PFS Number:



SKILLS		CARDS		FT: ITEM	
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	WEAPON	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
MELEE: STRENGTH +3		SPELL	—		
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3		
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ITEM	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
INTELLIGENCE	d6 <input type="checkbox"/> +1	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
WISDOM	d4 <input type="checkbox"/> +1	BLESSING	4 <input type="checkbox"/> 5		
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	Opportunist			
DIPLOMACY: CHARISMA +3					
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7				
PROFICIENT WITH	Light Armors <input type="checkbox"/> Heavy Armors Weapons				
You may bury a card from your hand to add 1d12 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to your Strength or Charisma check. If you succeed at the check (<input type="checkbox"/> or if the check has the Bludgeoning trait), you may recharge that card instead.					
For your combat check, you may reveal an item that has the Object or Tool trait (<input type="checkbox"/> or a card that has the Club trait or an ally) to use your Melee skill + 1d8 (<input type="checkbox"/> 1d12) plus the card's adventure deck number; you may additionally discard it to add another 1d8 and the card's traits.					
<input type="checkbox"/> On your check, you may recharge a card to reroll 1 die that rolled a value of 1; take the new result.					
<input type="checkbox"/> You may use your Melee skill instead of your Craft skill. (<input type="checkbox"/> On your check to acquire an item, you may use your Melee skill instead of any listed skill.)					
<input type="checkbox"/> When a character at your location fails to acquire an item, you may encounter it.					



Brielle

Female Halfling Barbarian



Played by:

PFS Number:



SKILLS		CARDS		FT: ITEM	
STRENGTH	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
MELEE: STRENGTH +3					
DEXTERITY	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2		
CONSTITUTION	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
INTELLIGENCE	d6	<input type="checkbox"/> +1			
WISDOM	d4	<input type="checkbox"/> +1			
CHARISMA	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	
DIPLOMACY: CHARISMA +3					
POWERS					
HAND SIZE	5	<input type="checkbox"/> 6			
PROFICIENT WITH	Light Armors	<input type="checkbox"/> Heavy Armors	Weapons		
You may bury a card from your hand to add 1d12 (<input type="checkbox"/> +1) to your Strength or Charisma check. If you succeed at the check, you may recharge that card instead.					
For your combat check, you may reveal an item that has the Object or Tool trait to use your Melee skill + 1d8 (<input type="checkbox"/> 1d12) plus the card's adventure deck number; you may additionally discard it to add another 1d8 and the card's traits.					

Brielle

Female Halfling Barbarian



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PFS Number:



SKILLS		CARDS		FT: ITEM							
STRENGTH	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4						
MELEE: STRENGTH +3											
DEXTERITY	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2								
CONSTITUTION	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4						
INTELLIGENCE	d6	<input type="checkbox"/> +1									
WISDOM	d4	<input type="checkbox"/> +1									
CHARISMA	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3							
DIPLOMACY: CHARISMA +3											
<h1>Kneecapper</h1>											
						POWERS					
						HAND SIZE 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7					
						PROFICIENT WITH Light Armors <input type="checkbox"/> Heavy Armors Weapons					
						You may bury a card from your hand to add 1d12 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to your Strength or Charisma check. If you succeed at the check, you may recharge that card instead. (<input type="checkbox"/> After you roll, count the number of dice that rolled a value of 12. You may reroll up to that number of dice; take the new result.)					
						For your combat check, you may reveal an item that has the Object or Tool trait to use your Melee skill + 1d8 (<input type="checkbox"/> 1d12) plus the card's adventure deck number; you may additionally discard it to add another 1d8 (<input type="checkbox"/> +3) and the card's traits.					
<input type="checkbox"/> When you attempt a check before you act, you may use your Melee skill instead of any listed skill.											
<input type="checkbox"/> If you succeed at all checks required to defeat a monster, reduce all damage dealt to you after you act to 0. (<input type="checkbox"/> Then you may examine the top card of your location deck; if it's a non-villain, non-henchman monster, you may shuffle it into another open location deck.)											
<input type="checkbox"/> You may discard a card to evade a monster you encounter and put it on top of your location deck.											

Kneecapper



Ostog

Male Human Barbarian



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PFS Number:



SKILLS					CARDS		FT: WEAPON			
STRENGTH	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4	WEAPON	6	<input type="checkbox"/> 7	<input type="checkbox"/> 8	<input type="checkbox"/> 9
MELEE: STRENGTH +2						SPELL	—			
DEXTERITY	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2			ARMOR	—			
CONSTITUTION	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4	ITEM	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
FORTITUDE: CONSTITUTION +3						ALLY	3	<input type="checkbox"/> 4		
INTELLIGENCE	d4	<input type="checkbox"/> +1				BLESSING	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
WISDOM	d6	<input type="checkbox"/> +1								
CHARISMA	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3						
POWERS										
HAND SIZE	4	<input type="checkbox"/> 5								
PROFICIENT WITH	Weapons									
You may bury a card from your hand to add 1d12 (<input type="checkbox"/> +1) to your Strength or Constitution check; if you fail, you may discard it instead.										
When you are dealt Combat (<input type="checkbox"/> or any) damage, you may recharge a card to reduce the damage by 2 (<input type="checkbox"/> 3).										
When another character at your location moves during her move step, you may move to an open location.										

Ostog

Male Human Barbarian



Played by:

PFS Number:



SKILLS					CARDS		FT: WEAPON			
STRENGTH	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4	WEAPON	6	<input type="checkbox"/> 7	<input type="checkbox"/> 8	<input type="checkbox"/> 9
MELEE: STRENGTH +2						SPELL	—			
DEXTERITY	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2			ARMOR	—			
CONSTITUTION	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4	ITEM	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
FORTITUDE: CONSTITUTION +3						ALLY	3	<input type="checkbox"/> 4		
INTELLIGENCE	d4	<input type="checkbox"/> +1				BLESSING	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
WISDOM	d6	<input type="checkbox"/> +1				<h1>The Unslain</h1>				
CHARISMA	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3						
POWERS										
HAND SIZE	4					<input type="checkbox"/> 5				
PROFICIENT WITH	Weapons									
You may bury a card from your hand to add 1d12 (<input type="checkbox"/> +1) to your Strength or Constitution check; if you fail (<input type="checkbox"/> or if your check has the 2-Handed trait), you may discard it instead.										
When you are dealt Combat (<input type="checkbox"/> or any) damage, you may recharge a card to reduce the damage by 2 (<input type="checkbox"/> 3) (<input type="checkbox"/> 4).										
When another character at your location moves during her move step, you may move to an open location.										
<input type="checkbox"/> While you reset your hand at the end of the turn, you may treat your hand size as 3 (<input type="checkbox"/> 2).										
<input type="checkbox"/> Before you reset your hand, you may recharge any number of weapons (<input type="checkbox"/> and items).										
<input type="checkbox"/> If you would acquire an armor, banish it instead and draw a weapon (<input type="checkbox"/> or an item) from the box.										

The Unslain





Ostog

Male Human Barbarian



Played by:

PFS Number:



SKILLS		CARDS		FT: WEAPON	
STRENGTH	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	WEAPON	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9		
MELEE: STRENGTH +2		SPELL	—		
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	—		
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
FORTITUDE: CONSTITUTION +3		ALLY	3 <input type="checkbox"/> 4		
INTELLIGENCE	d4 <input type="checkbox"/> +1	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
WISDOM	d6 <input type="checkbox"/> +1				
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3				
POWERS					
HAND SIZE	4 <input type="checkbox"/> 5				
PROFICIENT WITH	Weapons				
You may bury a card from your hand to add 1d12 (<input type="checkbox"/> +1) to your Strength or Constitution check; if you fail, you may discard it instead.					
When you are dealt Combat (<input type="checkbox"/> or any) damage, you may recharge a card to reduce the damage by 2 (<input type="checkbox"/> 3).					
When another character at your location moves during her move step, you may move to an open location.					

Ostog

Male Human Barbarian



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	WEAPON	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9
MELEE: STRENGTH +2		SPELL	—
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	—
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
FORTITUDE: CONSTITUTION +3		ALLY	3 <input type="checkbox"/> 4
INTELLIGENCE	d4 <input type="checkbox"/> +1	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
WISDOM	d6 <input type="checkbox"/> +1	<h1>Wencher</h1>	
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3		
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
PROFICIENT WITH	Weapons		
You may bury a card from your hand to add 1d12 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to your Strength or Constitution (<input type="checkbox"/> or Diplomacy) check; if you fail, you may discard it instead.			
When you are dealt Combat (<input type="checkbox"/> or any) damage, you may recharge a card to reduce the damage by 2 (<input type="checkbox"/> 3).			
When another character at your location moves during her move step, you may move to an open location (<input type="checkbox"/> and while you are at her location this turn, you may add 1d4 to her combat checks).			
<input type="checkbox"/> At the start of your turn, you may exchange a card in your hand for an ally that does not have the Animal trait from your discard pile.			
<input type="checkbox"/> If you would acquire an armor, banish it instead and draw an ally (<input type="checkbox"/> or a blessing) from the box.			

Wencher



WEAPONS

___ Butterfly Sword (B)^B	___ Greatclub +1 (1)	___ Improvised Monster (4)
___ Greatclub (B)	___ Improvised Club (1)	___ Runechill Hatchet +2 (4)
___ Greatsword (B)	___ Ranseur of the Gargoyle (1)	___ Flaming Ranseur +3 (5)
___ Heavy Pick (B)^B	___ Improvised Greatclub (2)	___ Keen Scythe +2 (5)
___ Improvised Rock (B)^B	___ Scythe +1 (2)	___ Shock Greatsword +2 (5)
___ Longspear (B)^B	___ Shock Glaive +1 (2)	___ Falchion +3 (6)
___ Longsword (B)^B	___ Icy Hooked Hammer +1 (3)	___ Improvised Boulder (6)
___ Mace (B)^B	___ Keen Butterfly Sword +2 (3)	___ Vicious Double Axe +1 (6)
___ Quarterstaff (B)^B	___ Wounding Spear-Axe +1 (3)	___
___ Scythe (B)	___ Greatclub +3 (4)	___

ARMORS

___ Bone Spikes (B)^B	___ Wolfhide Armor (1)	___ Ebon Thorn (4)
___ Hlde Armor (B)^B	___ Crocodile Skin Armor (2)^B	___ Bearskin Armor (5)
___ Stalking Armor (B)^B	___ Hide Armor of Fire Resistance (2)	___ Metal Spikes (5)
___ Padded Armor (B)^B	___ Fortified Leather Armor (3)	___ Demon Armor (6)
___ Magic Chain Mail (B)	___ Mammoth Hide Armor (3)	___ Pelt of the Ulfen Wolf (6)
___ Magic Padded Armor (B)	___ Decemvirate Helm (4)	___
___ Helm of the Valkyrie (1)	___	___

ITEMS

___ Caltrop Bead (B)^B	___ White War Paint (B)	___ Iron Shackles (4)
___ Crowbar (B)^B	___ Orange War Paint (1)	___ Magic Spyglass (5)
___ Blue War Paint (B)^B	___ Rage Totem (1)	___ Silver War Paint (5)
___ Horn of Battle Clarity (B)	___ Topaz of Strength (2)	___ Berserker Totem (6)
___ Mattock (B)^B	___ Whetstone (2)	___ Black War Paint (6)
___ Potion of Beast Skin (B)^B	___ Animal Totem (3)	___
___ Potion of Fortitude (B)^B	___ Red War Paint (3)	___
___ Potion of Healing (B)	___ Belt of Giant Strength (4)	___

ALLIES

___ Athlete (B)^B	___ Smith (1)	___ Pit Gladiator (4)
___ Guide (B)^B	___ Cook (2)	___ Avimar Sorrinash (5)
___ Quartermaster (B)^B	___ Wolf (2)	___ Mountaineer (5)
___ Recruit (B)^B	___ Eagle (3)	___ Baby Triceratops (6)
___ Retainer (B)	___ Vale Temros (3)	___ Pious Healer (6)
___ Mastiff (1)	___ Bear (4)	___

BLESSINGS

___ Blessing of Lamashtu (B)	___ Blessing of Gozreh (2)	___ Blessing of Gorum (5)
___ Blessing of the Gods (B)^B x5	___ Blessing of Abadar (3)	___ Blessing of Norgorber (5)
___ Blessing of Torag (B)	___ Blessing of Gorum (3)	___ Blessing of Cayden Cailean (6)
___ Blessing of Achaek (1)	___ Cayden Cailean (4)	___
___ Blessing of Gorum (1)	___	___

WEAPONS

___ Butterfly Sword (B)^B	___ Greatclub +1 (1)	___ Improvised Monster (4)
___ Greatclub (B)	___ Improvised Club (1)	___ Runechill Hatchet +2 (4)
___ Greatsword (B)	___ Ranseur of the Gargoyle (1)	___ Flaming Ranseur +3 (5)
___ Heavy Pick (B)^B	___ Improvised Greatclub (2)	___ Keen Scythe +2 (5)
___ Improvised Rock (B)^B	___ Scythe +1 (2)	___ Shock Greatsword +2 (5)
___ Longspear (B)^B	___ Shock Glaive +1 (2)	___ Falchion +3 (6)
___ Longsword (B)^B	___ Icy Hooked Hammer +1 (3)	___ Improvised Boulder (6)
___ Mace (B)^B	___ Keen Butterfly Sword +2 (3)	___ Vicious Double Axe +1 (6)
___ Quarterstaff (B)^B	___ Wounding Spear-Axe +1 (3)	___
___ Scythe (B)	___ Greatclub +3 (4)	___

ARMORS

___ Bone Spikes (B)^B	___ Wolfhide Armor (1)	___ Ebon Thorn (4)
___ Hlde Armor (B)^B	___ Crocodile Skin Armor (2)^B	___ Bearskin Armor (5)
___ Stalking Armor (B)^B	___ Hide Armor of Fire Resistance (2)	___ Metal Spikes (5)
___ Padded Armor (B)^B	___ Fortified Leather Armor (3)	___ Demon Armor (6)
___ Magic Chain Mail (B)	___ Mammoth Hide Armor (3)	___ Pelt of the Ulfen Wolf (6)
___ Magic Padded Armor (B)	___ Decemvirate Helm (4)	___
___ Helm of the Valkyrie (1)	___	___

ITEMS

___ Caltrop Bead (B)^B	___ White War Paint (B)	___ Iron Shackles (4)
___ Crowbar (B)^B	___ Orange War Paint (1)	___ Magic Spyglass (5)
___ Blue War Paint (B)^B	___ Rage Totem (1)	___ Silver War Paint (5)
___ Horn of Battle Clarity (B)	___ Topaz of Strength (2)	___ Berserker Totem (6)
___ Mattock (B)^B	___ Whetstone (2)	___ Black War Paint (6)
___ Potion of Beast Skin (B)^B	___ Animal Totem (3)	___
___ Potion of Fortitude (B)^B	___ Red War Paint (3)	___
___ Potion of Healing (B)	___ Belt of Giant Strength (4)	___

ALLIES

___ Athlete (B)^B	___ Smith (1)	___ Pit Gladiator (4)
___ Guide (B)^B	___ Cook (2)	___ Avimar Sorrinash (5)
___ Quartermaster (B)^B	___ Wolf (2)	___ Mountaineer (5)
___ Recruit (B)^B	___ Eagle (3)	___ Baby Triceratops (6)
___ Retainer (B)	___ Vale Temros (3)	___ Pious Healer (6)
___ Mastiff (1)	___ Bear (4)	___

BLESSINGS

___ Blessing of Lamashtu (B)	___ Blessing of Gozreh (2)	___ Blessing of Gorum (5)
___ Blessing of the Gods (B)^B x5	___ Blessing of Abadar (3)	___ Blessing of Norgorber (5)
___ Blessing of Torag (B)	___ Blessing of Gorum (3)	___ Blessing of Cayden Cailean (6)
___ Blessing of Achaek (1)	___ Cayden Cailean (4)	___
___ Blessing of Gorum (1)	___	___