



Bekah

Female Human Bard



Played by:

PFS Number:



SKILLS		CARDS		FT: ANY	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2		
FORTITUDE: CONSTITUTION +2		ITEM	2 <input type="checkbox"/> 3		
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5		
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3				
ARCANE: CHARISMA +1 DIPLOMACY: CHARISMA +3					
DIVINE: CHARISMA +1					
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7				
PROFICIENT WITH	Light Armors Weapons				
At the start of your turn, you may put an ally from your hand on top of your deck and draw the bottom card of your deck.					
You may recharge a weapon or a spell to add 1d4 (<input type="checkbox"/> +1) to a check by another character at your location (<input type="checkbox"/> or your check).					
For your check that has or is against a card that has the Finesse trait, you gain the skill MELEE: DEXTERITY +1.					

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PFS Number:



SKILLS		CARDS	FT: ANY
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 FORTITUDE: CONSTITUTION +2	ARMOR	1 <input type="checkbox"/> 2
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 ARCANE: CHARISMA +1 DIPLOMACY: CHARISMA +3 DIVINE: CHARISMA +1	BLESSING	4 <input type="checkbox"/> 5
POWERS		Troublemaker	
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH	Light Armors Weapons		
At the start of your turn, you may put an ally from your hand on top of your deck and draw the bottom card of your deck.			
You may recharge a weapon or a spell to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to a check by another character at your location (<input type="checkbox"/> or your check).			
For your check that has or is against a card that has the Finesse trait, you gain the skill MELEE: DEXTERITY +1 (<input type="checkbox"/> +3).			
<input type="checkbox"/> When another character at your location acquires a boon, he may give it to you.			
<input type="checkbox"/> When another character plays a blessing to add to your Charisma (<input type="checkbox"/> or Dexterity) check, add a d12 in place of the normal die.			
<input type="checkbox"/> When you fail a check to acquire an ally, you may immediately explore again.			

Troublemaker





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Female Human Bard



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PFS Number:



SKILLS		CARDS		FT: ANY	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2		
FORTITUDE: CONSTITUTION +2		ITEM	2 <input type="checkbox"/> 3		
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5		
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3				
ARCANE: CHARISMA +1 DIPLOMACY: CHARISMA +3					
DIVINE: CHARISMA +1					
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7				
PROFICIENT WITH	Light Armors Weapons				
At the start of your turn, you may put an ally from your hand on top of your deck and draw the bottom card of your deck.					
You may recharge a weapon or a spell to add 1d4 (<input type="checkbox"/> +1) to a check by another character at your location (<input type="checkbox"/> or your check).					
For your check that has or is against a card that has the Finesse trait, you gain the skill MELEE: DEXTERITY +1.					

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Female Human Bard



Played by:

PFS Number:



SKILLS		CARDS		FT: ANY	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2		
FORTITUDE: CONSTITUTION +2		ITEM	2 <input type="checkbox"/> 3		
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5		
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	Warchief			
ARCANE: CHARISMA +1 DIPLOMACY: CHARISMA +3					
DIVINE: CHARISMA +1					
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8				
PROFICIENT WITH	Light Armors Weapons				
At the start of your turn, you may put an ally from your hand on top of your deck and draw the bottom card of your deck.					
You may recharge a weapon or a spell to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to a check by another character at your location (<input type="checkbox"/> or your check).					
For your check that has or is against a card that has the Finesse trait, you gain the skill MELEE: DEXTERITY +1.					
<input type="checkbox"/> You may add 2 to your check to acquire a weapon (<input type="checkbox"/> or defeat a henchman) (<input type="checkbox"/> or villain).					
<input type="checkbox"/> When you play a blessing on a check by another character at your location, that character may recharge a random weapon from his discard pile.					
<input type="checkbox"/> When you fail a check to defeat a barrier, you may immediately explore again.					

Warchief



Lem

Male Halfing Bard



Played by:
PFS Number:



SKILLS	CARDS	FT: SPELL
STRENGTH d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
DEXTERITY d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR — <input type="checkbox"/> 1	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 KNOWLEDGE: INTELLIGENCE +2	ITEM 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
WISDOM d6 <input type="checkbox"/> +1	ALLY 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CHARISMA d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: CHARISMA +2 DIPLOMACY: CHARISMA +2 DIVINE: CHARISMA +2	BLESSING 5 <input type="checkbox"/> 6	
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7		
At the start of your turn (<input type="checkbox"/> and after you reset your hand), you may discard 1 spell then add 1 spell from your discard pile to your hand.		
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to a check by another character at your location. If the recharged card has the Healing trait, recharge a random card from your discard pile.		



Lem

Male Halfing Bard



Played by:
PFS Number:



SKILLS	CARDS	FT: SPELL
STRENGTH d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
DEXTERITY d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR — <input type="checkbox"/> 1	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 KNOWLEDGE: INTELLIGENCE +2	ITEM 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
WISDOM d6 <input type="checkbox"/> +1	ALLY 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CHARISMA d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: CHARISMA +2 DIPLOMACY: CHARISMA +2 DIVINE: CHARISMA +2	BLESSING 5 <input type="checkbox"/> 6	
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
At the start of your turn (<input type="checkbox"/> and after you reset your hand), you may discard 1 spell then add 1 spell from your discard pile to your hand.		
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to a check by another character at your location. If the recharged card has the Healing trait, recharge a random card from your discard pile.		
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to recharge (<input type="checkbox"/> or acquire) a spell that has the Divine trait.		
<input type="checkbox"/> When you play a blessing on a non-combat Wisdom or Charisma check, you may add a d12 in place of the normal die.		
<input type="checkbox"/> You may recharge a spell that has the Divine trait to draw a card.		
<input type="checkbox"/> When you would recharge a card, you may shuffle it into your deck instead.		

Tent Preacher



Male Halfling Bard



Played by:

PFS Number:



Male Halfling Bard



Played by:

PFS Number:



SKILLS		CARDS		FT: SPELL	
STRENGTH	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2	WEAPON	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
DEXTERITY	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
CONSTITUTION	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	ARMOR	— <input type="checkbox"/> 1
INTELLIGENCE	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
KNOWLEDGE: INTELLIGENCE +2					
WISDOM	d6	<input type="checkbox"/> +1		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
CHARISMA	d12	<input type="checkbox"/> +1	<input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	BLESSING	5 <input type="checkbox"/> 6
ARCANE: CHARISMA +2		DIPLOMACY: CHARISMA +2			
DIVINE: CHARISMA +2					
POWERS					
HAND SIZE	6	<input type="checkbox"/> 7			
At the start of your turn (<input type="checkbox"/> and after you reset your hand), you may discard 1 spell then add 1 spell from your discard pile to your hand.					
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to a check by another character at your location. If the recharged card has the Healing trait, recharge a random card from your discard pile.					

SKILLS		CARDS		FT: SPELL	
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3		
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	— <input type="checkbox"/> 1		
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
WISDOM	d6 <input type="checkbox"/> +1	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
CHARISMA	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: CHARISMA +2 DIPLOMACY: CHARISMA +2 DIVINE: CHARISMA +2	BLESSING	5 <input type="checkbox"/> 6		
Arcane Tinkerer					
POWERS					
HAND SIZE		6 <input type="checkbox"/> 7 <input type="checkbox"/> 8			
At the start of your turn (<input type="checkbox"/> and after you reset your hand), you may discard 1 spell then add 1 spell from your discard pile to your hand.					
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to a check by another character at your location. If the recharged card has the Healing trait, recharge a random card from your discard pile.					
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to recharge (<input type="checkbox"/> or acquire) a spell that has the Arcane trait.					
<input type="checkbox"/> When you play a blessing on a non-combat Intelligence or Charisma check, you may add a d12 in place of the normal die.					
<input type="checkbox"/> You may recharge a spell that has the Arcane trait to draw a card.					
<input type="checkbox"/> When you would recharge a card, you may shuffle it into your deck instead.					

Arcane Tinkerer



Meliski!

Male Dwarf Bard



Played by:

PFS Number:



SKILLS		CARDS	FT: ANY
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DISABLE: DEXTERITY +2	SPELL	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 ARCANE: CHARISMA +1 DIPLOMACY: CHARISMA +1 DIVINE: CHARISMA +1	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6		
PROFICIENT WITH	Light Armors		
When a character at your location would fail a check, you may recharge a card (<input type="checkbox"/> or shuffle it into your deck) to allow her to reroll 1 die (<input type="checkbox"/> or 2 dice). She must take the second result.			
On your first exploration each turn, you may encounter the bottom card of your location deck instead of the top card. (<input type="checkbox"/> Then you may shuffle the location deck.)			

Meliski!

Male Dwarf Bard



Played by:

PFS Number:



SKILLS		CARDS	FT: ANY
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DISABLE: DEXTERITY +2	SPELL	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 ARCANE: CHARISMA +1 DIPLOMACY: CHARISMA +1 DIVINE: CHARISMA +1	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
		Brawler	
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH	Light Armors		
When a character at your location would fail a check, you may recharge a card (<input type="checkbox"/> or shuffle it into your deck) to allow her to reroll 1 die (<input type="checkbox"/> or 2 dice). She must take the second result.			
On your first exploration each turn, you may encounter the bottom card of your location deck instead of the top card. (<input type="checkbox"/> Then you may shuffle the location deck.)			
<input type="checkbox"/> You may play up to 2 blessings on your combat check (<input type="checkbox"/> and recharge them instead of discarding them).			
<input type="checkbox"/> For your combat check, you may use your Strength skill + 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) and add the Melee trait; you may not play a weapon on the check.			
<input type="checkbox"/> When you succeed at a combat check to defeat a monster, recharge a random card from your discard pile.			

Brawler





Meliski!

Male Dwarf Bard



Played by:

PFS Number:



SKILLS		CARDS		FT: ANY	
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1		
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DISABLE: DEXTERITY +2	SPELL	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2		
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 ARCANE: CHARISMA +1 DIPLOMACY: CHARISMA +1 DIVINE: CHARISMA +1	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6				
PROFICIENT WITH	Light Armors				
When a character at your location would fail a check, you may recharge a card (<input type="checkbox"/> or shuffle it into your deck) to allow her to reroll 1 die (<input type="checkbox"/> or 2 dice). She must take the second result.					
On your first exploration each turn, you may encounter the bottom card of your location deck instead of the top card. (<input type="checkbox"/> Then you may shuffle the location deck.)					

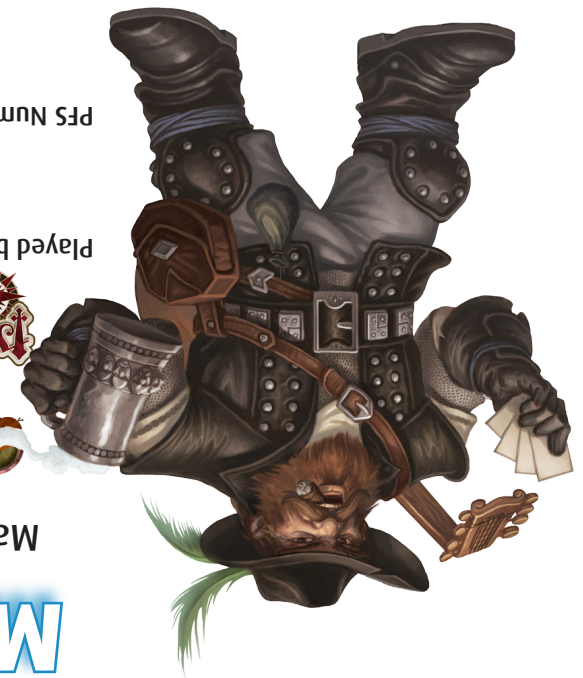
Meliski!

Male Dwarf Bard



Played by:

PFS Number:



SKILLS		CARDS		FT: ANY
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1	
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DISABLE: DEXTERITY +2	SPELL	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2	
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 ARCANE: CHARISMA +1 DIPLOMACY: CHARISMA +1 DIVINE: CHARISMA +1	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
Gambler				
POWERS				
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7			
PROFICIENT WITH	Light Armors			
When a character at your location would fail a check, you may recharge a card (<input type="checkbox"/> or shuffle it into your deck) to allow her to reroll 1 die (<input type="checkbox"/> or 2 dice). She must take the second result.				
On your first exploration each turn, you may encounter the bottom card of your location deck instead of the top card. (<input type="checkbox"/> Then you may shuffle the location deck.)				
<input type="checkbox"/> You may play 2 blessings on your combat check.				
<input type="checkbox"/> When you (<input type="checkbox"/> or another character at your location) would fail a check by 1 (<input type="checkbox"/> 2), you may bury a card from your hand (<input type="checkbox"/> or discard pile) to succeed.				
<input type="checkbox"/> When you would banish, bury, or discard a card that has the Gambling trait, you may recharge it (<input type="checkbox"/> or shuffle it into your deck) instead.				

Gambler



Siwar

Female Human Bard



Played by:

PFS Number:



Siwar

Female Human Bard



Played by:

PFS Number:



SKILLS		CARDS		FT: ALLY
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1 <input type="checkbox"/> 2	
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
CONSTITUTION	d4 <input type="checkbox"/> +1	ARMOR	—	
INTELLIGENCE	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
KNOWLEDGE: INTELLIGENCE +2		ALLY	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5	
CHARISMA	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4			
ARCANE: CHARISMA +1 DIPLOMACY: CHARISMA +3				
DIVINE: CHARISMA +1				
POWERS				
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7			
PROFICIENT WITH	<input type="checkbox"/> Weapons			
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) to a check by another character at your location. If the recharged card is an ally, put it on top of your deck instead.				
When you attempt to defeat a barrier that has the Skirmish or the Task trait, you may use your Diplomacy skill in place of any listed skill for the check.				

SKILLS		CARDS		FT: ALLY
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1 <input type="checkbox"/> 2	
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
CONSTITUTION	d4 <input type="checkbox"/> +1	ARMOR	—	
INTELLIGENCE	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
KNOWLEDGE: INTELLIGENCE +2		ALLY	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5	
CHARISMA	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	Courtier		
ARCANE: CHARISMA +1 DIPLOMACY: CHARISMA +3				
DIVINE: CHARISMA +1				
POWERS				
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8			
PROFICIENT WITH	<input type="checkbox"/> Weapons			
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) to a check by another character at your location. If the recharged card is an ally, put it on top of your deck instead.				
When you attempt to defeat a barrier that has the Skirmish or the Task trait, you may use your Diplomacy skill in place of any listed skill for the check.				
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to acquire an ally (<input type="checkbox"/> or any boon).				
<input type="checkbox"/> When another character at your location would banish or bury an ally for its power, he may put it in your discard pile instead.				
<input type="checkbox"/> When another character at your location acquires a boon, he may give it to you.				
<input type="checkbox"/> If you encounter a bane that has the Task (<input type="checkbox"/> or Obstacle) trait, you may recharge any number of allies; for each ally recharged, add 1d6 to your checks to defeat the bane.				

Courtier





Siwar

Female Human Bard



Played by:

PFS Number:



Siwar

Female Human Bard



Played by:

PFS Number:



SKILLS		CARDS		FT: ALLY	
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1 <input type="checkbox"/> 2		
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
CONSTITUTION	d4 <input type="checkbox"/> +1	ARMOR	—		
INTELLIGENCE	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
KNOWLEDGE: INTELLIGENCE +2		ALLY	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5		
CHARISMA	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4				
ARCANE: CHARISMA +1 DIPLOMACY: CHARISMA +3					
DIVINE: CHARISMA +1					
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7				
PROFICIENT WITH	<input type="checkbox"/> Weapons				
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) to a check by another character at your location. If the recharged card is an ally, put it on top of your deck instead.					
When you attempt to defeat a barrier that has the Skirmish or the Task trait, you may use your Diplomacy skill in place of any listed skill for the check.					

SKILLS		CARDS	FT: ALLY
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1 <input type="checkbox"/> 2
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
CONSTITUTION	d4 <input type="checkbox"/> +1	ARMOR	—
INTELLIGENCE	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 KNOWLEDGE: INTELLIGENCE +2	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
CHARISMA	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: CHARISMA +1 DIPLOMACY: CHARISMA +3 DIVINE: CHARISMA +1	BLESSING	4 <input type="checkbox"/> 5
		Manipulator	
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	<input type="checkbox"/> Weapons		
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to a check by (<input type="checkbox"/> you or) another character at your location. If the recharged card is an ally, put it on top of your deck instead.			
When you attempt to defeat a barrier that has the Skirmish or the Task trait, you may use your Diplomacy skill in place of any listed skill for the check. (<input type="checkbox"/> Characters gain this power while at your location.)			
<input type="checkbox"/> Add 2 to any check to defeat a henchman (<input type="checkbox"/> or villian) (<input type="checkbox"/> or a check to close a location) by another character at your location.			
<input type="checkbox"/> If there is another character at your location, you may evade a bane; a random other character at your location encounters it instead.			
<input type="checkbox"/> When you play a blessing on another character's check, and that character succeeds, you may recharge the blessing instead of discarding it.			

Manipulator



WEAPONS

___ Light Crossbow (B)^B	___ Deathbane Light Crossbow +1 (2)	___ Keen Rapier +3 (5)
___ Longspear (B)^B	___ Flaming Scimitar +1 (2)	___ Returning Frost Spear +2 (6)
___ Rapier (B)^B	___ Trident +2 (3)	___
___ Dagger +1 (1) x2	___ Runechill Hatchet +2 (4)	___
___ Short Sword +1 (1)	___	___

SPELLS

___ Arcane Armor (B)^B	___ Rage (1)	___ Poison Blast (4)
___ Black Spot (B)^B	___ Lightning Bolt (2)	___ Blizzard (5)
___ Charm Person (B)	___ Paralyze (2)	___ Life Leech (5)
___ Cure (B)^B	___ Safe Harbor (2)	___ Raise Dead (5)
___ Glibness (B)	___ Incendiary Cloud (3)	___ Bewilder (6)
___ Inflict (B)^B	___ Scrying (3)	___ Dominate (6)
___ Lightning Touch (B)	___ Swipe (3)	___
___ Cure (1)^B	___ Holy Feast (4)	___
___ Fear (1)	___ Major Cure (4)	___

ARMORS

___ Leather Armor (B)^B	___ Spiny Shield (3)	___
___ Wooden Shield (B)^B	___ Bolstering Armor (4)	___
___ Magic Leather Armor (1)	___ Reflecting Buckler (5)	___
___ Shield of Fire Resistance (2)	___ Ophidian Armor (6)	___

ITEMS

___ Bracers of Protection (B)^B	___ Ruby of Charisma (1)	___ Marked Cards (5)
___ Codex (B)^B	___ Spyglass (1)	___ Sihedron Ring (6)
___ Ivory Dice (B)	___ Headband of Alluring Charisma (4)	___
___ Potion of Glibness (B)^B	___	___

ALLIES

___ Burglar (B)^B	___ Social Climber (1)	___ Pyromaniac Mage (5)
___ Dilettante (B)^B	___ Cook (2)	___ Sacred Killer (5)
___ Fox (B)^B	___ Merchant (2)	___ Fortune-Teller (6)
___ Noble Brat (B) x2	___ Duelist (3)	___ Princeling (6) x2
___ Old Salt (B)	___ Valet (3)	___
___ Retainer (B) x2	___ Wayfarer (4)	___
___ Troubadour (B)^B	___ Yap the Pixie (4)	___
___ Raconteur (1)	___ Chevalier (5)	___

BLESSINGS

___ Blessing of Erastil (B)	___ Blessing of Erastil (2)	___ Blessing of Achaek (5)
___ Blessing of Milani (B)	___ Blessing of Gozreh (2) x2	___ Blessing of Lamashtu (5)
___ Blessing of the Gods (B)^B x4	___ Blessing of Norgorber (3) x3	___ Blessing of Achaek (6)
___ Blessing of Abadar (1) x2	___ Blessing of Lamashtu (4)	___
___ Blessing of Erastil (1)	___ Blessing of Milani (4) x2	___

WEAPONS

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___ Longspear (B)^B	___ Flaming Scimitar +1 (2)	___ Returning Frost Spear +2 (6)
___ Rapier (B)^B	___ Trident +2 (3)	___
___ Dagger +1 (1) x2	___ Runechill Hatchet +2 (4)	___
___ Short Sword +1 (1)	___	___

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___ Inflict (B)^B	___ Scrying (3)	___ Dominate (6)
___ Lightning Touch (B)	___ Swipe (3)	___
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___ Fear (1)	___ Major Cure (4)	___

ARMORS

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___ Wooden Shield (B)^B	___ Bolstering Armor (4)	___
___ Magic Leather Armor (1)	___ Reflecting Buckler (5)	___
___ Shield of Fire Resistance (2)	___ Ophidian Armor (6)	___

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___ Codex (B)^B	___ Spyglass (1)	___ Sihedron Ring (6)
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___ Noble Brat (B) x2	___ Duelist (3)	___ Princeling (6) x2
___ Old Salt (B)	___ Valet (3)	___
___ Retainer (B) x2	___ Wayfarer (4)	___
___ Troubadour (B)^B	___ Yap the Pixie (4)	___
___ Raconteur (1)	___ Chevalier (5)	___

BLESSINGS

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___ Blessing of Milani (B)	___ Blessing of Gozreh (2) x2	___ Blessing of Lamashtu (5)
___ Blessing of the Gods (B)^B x4	___ Blessing of Norgorber (3) x3	___ Blessing of Achaek (6)
___ Blessing of Abadar (1) x2	___ Blessing of Lamashtu (4)	___
___ Blessing of Erastil (1)	___ Blessing of Milani (4) x2	___