



Played by:
PFS Number:

Female Dwarf Ranger

Agna



SKILLS		CARDS		FT: ALLY	
STRENGTH	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
MELEE: STRENGTH +2		SPELL	— <input type="checkbox"/> 1		
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2		
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3		
INTELLIGENCE	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
PERCEPTION: WISDOM +3					
SURVIVAL: WISDOM +3					
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7				
PROFICIENT WITH	Light Armors Weapons				
When you play an ally that has the Animal trait, you may recharge it instead of discarding it.					
You may recharge a card that has the Offhand trait to add 1d6 (<input type="checkbox"/> +1) and that card's traits to your combat check.					
At the end of your turn, you may examine the top (<input type="checkbox"/> or bottom) card of your location deck.					



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SKILLS		CARDS		FT: ALLY	
STRENGTH	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
MELEE: STRENGTH +2		SPELL	— <input type="checkbox"/> 1		
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2		
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3		
INTELLIGENCE	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
PERCEPTION: WISDOM +3		<h1>Aggressor</h1>			
SURVIVAL: WISDOM +3					
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7				
PROFICIENT WITH	Light Armors Weapons				
When you play an ally that has the Animal trait, you may recharge it instead of discarding it.					
You may recharge a card that has the Offhand trait to add 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) (<input type="checkbox"/> +4) and that card's traits to your combat check.					
At the (<input type="checkbox"/> start or) end of your turn, you may examine the top (<input type="checkbox"/> or bottom) card of your location deck.					
<input type="checkbox"/> Before you act, if you have no cards in your hand, you may draw 1 card (<input type="checkbox"/> or 2 cards).					
<input type="checkbox"/> When you play a weapon that has the Offhand trait, add 1d6 to your combat checks during that encounter.					
<input type="checkbox"/> When you play a blessing to add to your Dexterity check, you may add a d12 instead of the normal die.					

Aggressor



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SKILLS		CARDS		FT: ALLY	
STRENGTH	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
MELEE: STRENGTH +2		SPELL	— <input type="checkbox"/> 1		
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2		
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3		
INTELLIGENCE	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
PERCEPTION: WISDOM +3					
SURVIVAL: WISDOM +3					
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7				
PROFICIENT WITH	Light Armors Weapons				
When you play an ally that has the Animal trait, you may recharge it instead of discarding it.					
You may recharge a card that has the Offhand trait to add 1d6 (<input type="checkbox"/> +1) and that card's traits to your combat check.					
At the end of your turn, you may examine the top (<input type="checkbox"/> or bottom) card of your location deck.					



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SKILLS					CARDS	FT: ALLY			
STRENGTH	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4	WEAPON	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
MELEE: STRENGTH +2						SPELL	—	<input type="checkbox"/> 1	
DEXTERITY	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3		ARMOR	1	<input type="checkbox"/> 2	
CONSTITUTION	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2			ITEM	2	<input type="checkbox"/> 3	
INTELLIGENCE	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2			ALLY	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6 <input type="checkbox"/> 7
WISDOM	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2			BLESSING	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
PERCEPTION: WISDOM +3 SURVIVAL: WISDOM +3						<h1>Beast Master</h1>			
CHARISMA	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2						
POWERS									
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8								
PROFICIENT WITH	Light Armors Weapons								
When you play an ally that has the Animal trait, you may recharge it instead of discarding it.									
You may recharge a card that has the Offhand trait to add 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) and that card's traits to your combat check.									
At the end of your turn, you may examine the top (<input type="checkbox"/> or bottom) card of your location deck.									
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to acquire a boon that has the Animal trait.									
<input type="checkbox"/> You may reveal an ally that has the Animal trait to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to your check.									
<input type="checkbox"/> When you play a blessing that adds to your Wisdom check, you may add a d12 instead of the normal die.									

Beast Master



Arabundi!

Male Human Ranger



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON OR SPELL
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	4 <input type="checkbox"/> 5
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	SPELL	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
RANGED: DEXTERITY +3		ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	2 <input type="checkbox"/> 3
KNOWLEDGE: INTELLIGENCE +2		BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3		
DIVINE: WISDOM +1			
CHARISMA	d4 <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		
You may reveal a spell to reduce Acid, Cold, Electricity, or Fire damage dealt to you by 1 (<input type="checkbox"/> 2).			
Add 2 (<input type="checkbox"/> 4) to your check to acquire a spell that has the Divine trait.			
You may recharge a card to add 1d4 to a combat check by a character at another location.			

Arabundi!

Male Human Ranger



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON OR SPELL
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	4 <input type="checkbox"/> 5
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +3	SPELL	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIVINE: WISDOM +1	ALLY	2 <input type="checkbox"/> 3
CHARISMA	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
POWERS		Nature Adept	
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH	Light Armors Weapons		
You may reveal a spell to reduce Acid, Cold, Electricity, or Fire damage dealt to you by 1 (<input type="checkbox"/> 2).			
Add 2 (<input type="checkbox"/> 4) to your check to acquire (<input type="checkbox"/> or recharge) a spell that has the Divine trait.			
You may recharge a card to add 1d4 to a combat check by a character at another location.			
<input type="checkbox"/> If your check has the Attack trait, add +2 (<input type="checkbox"/> +3) to it.			
<input type="checkbox"/> When you succeed at a check to recharge a spell, you may draw a card.			
<input type="checkbox"/> When you would recharge a spell, you may display it instead. Before you reset your hand, shuffle it into your deck (<input type="checkbox"/> or put it on top of your deck).			
<input type="checkbox"/> At the end of your turn, you may examine the top card of your location deck. If it is not a spell, you may shuffle it into the deck.			

Nature Adept

Arabundi!

Male Human Ranger



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON OR SPELL
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	4 <input type="checkbox"/> 5
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +3	SPELL	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIVINE: WISDOM +1	ALLY	2 <input type="checkbox"/> 3
CHARISMA	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH	Light Armors Weapons		
You may reveal a spell to reduce Acid, Cold, Electricity, or Fire damage dealt to you by 1 (<input type="checkbox"/> 2).			
Add 2 (<input type="checkbox"/> 4) to your check to acquire a spell that has the Divine trait.			
You may recharge a card to add 1d4 to a combat check by a character at another location.			

Arabundi!

Male Human Ranger



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON OR SPELL
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	4 <input type="checkbox"/> 5
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +3	SPELL	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIVINE: WISDOM +1	ALLY	2 <input type="checkbox"/> 3
CHARISMA	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
Mage Hunter			
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH	Light Armors Weapons		
You may reveal a spell (<input type="checkbox"/> or weapon) to reduce Acid, Cold, Electricity, or Fire (<input type="checkbox"/> or any) damage dealt to you by 1 (<input type="checkbox"/> 2).			
Add 2 (<input type="checkbox"/> 4) to your check to acquire a spell that has the Divine trait.			
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) to a combat check by a character at another location.			
<input type="checkbox"/> When you are dealt damage before you act on your turn, you may add the number of cards you discarded as damage to your next combat check.			
<input type="checkbox"/> At the end of your turn, you may examine the top card of your location deck. (<input type="checkbox"/> If it is a boon, you may shuffle the deck.)			
<input type="checkbox"/> When you play a blessing with the Basic trait (<input type="checkbox"/> or any blessing) on your non-combat check, you may recharge a random spell from your discard pile.			

Mage Hunter



Harsk

Male Dwarf Ranger



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	5 <input type="checkbox"/> 6
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 RANGED: DEXTERITY +3	SPELL	— <input type="checkbox"/> 1 <input type="checkbox"/> 2
CONSTITUTION	d10 <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	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +1 SURVIVAL: WISDOM +1	ALLY	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CHARISMA	d4 <input type="checkbox"/> +1	BLESSING	5 <input type="checkbox"/> 6
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors Weapons		
When you would discard a weapon that has the Ranged trait for its power, recharge it instead.			
At the (<input type="checkbox"/> start or) end of your turn, you may examine the top card of your location deck.			
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) to a combat check by a character at another location.			

Harsk

Male Dwarf Ranger



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	5 <input type="checkbox"/> 6
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 RANGED: DEXTERITY +3	SPELL	— <input type="checkbox"/> 1 <input type="checkbox"/> 2
CONSTITUTION	d10 <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	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +1 SURVIVAL: WISDOM +1	ALLY	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CHARISMA	d4 <input type="checkbox"/> +1	BLESSING	5 <input type="checkbox"/> 6
POWERS		Arbalist	
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors Weapons		
When you would discard a weapon that has the Ranged trait for its power, recharge it (<input type="checkbox"/> or put it on top of your deck) instead.			
At the (<input type="checkbox"/> start or) end of your turn, you may examine the top card of your location deck.			
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to a combat check by a character at another location (<input type="checkbox"/> or your location).			
<input type="checkbox"/> At the start of your turn, if you have no weapons in your hand, you may draw 1 card (<input type="checkbox"/> or 2 cards).			
<input type="checkbox"/> Add 2 to your check to acquire a weapon.			
<input type="checkbox"/> You gain the skill DIVINE: WISDOM +1.			

Arbalist



Harsk

Male Dwarf Ranger



Played by:

PFS Number:



SKILLS				CARDS		FT: WEAPON	
STRENGTH	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	WEAPON	5	<input type="checkbox"/> 6
DEXTERITY	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	SPELL	—	<input type="checkbox"/> 1 <input type="checkbox"/> 2
RANGED: DEXTERITY +3					ARMOR	1	<input type="checkbox"/> 2
CONSTITUTION	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	ITEM	3	<input type="checkbox"/> 4 <input type="checkbox"/> 5
FORTITUDE: CONSTITUTION +2					ALLY	1	<input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
INTELLIGENCE	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2		BLESSING	5	<input type="checkbox"/> 6
WISDOM	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3			
PERCEPTION: WISDOM +1 SURVIVAL: WISDOM +1							
CHARISMA	d4	<input type="checkbox"/> +1					
POWERS							
HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7				
PROFICIENT WITH	Light Armors		Weapons				
When you would discard a weapon that has the Ranged trait for its power, recharge it instead.							
At the (<input type="checkbox"/> start or) end of your turn, you may examine the top card of your location deck.							
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) to a combat check by a character at another location.							

Harsk

Male Dwarf Ranger



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	5 <input type="checkbox"/> 6
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 RANGED: DEXTERITY +3	SPELL	— <input type="checkbox"/> 1 <input type="checkbox"/> 2
CONSTITUTION	d10 <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	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +1 SURVIVAL: WISDOM +1	ALLY	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CHARISMA	d4 <input type="checkbox"/> +1	BLESSING	5 <input type="checkbox"/> 6
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors Weapons		
When you would discard a weapon that has the Ranged trait for its power, recharge it instead.			
At the (<input type="checkbox"/> start or) end of your turn, you may examine the top (<input type="checkbox"/> or bottom) card of your location deck.			
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) to a combat check by a character at another location.			
<input type="checkbox"/> When you move during your move step, you may examine the top card of your new location deck (<input type="checkbox"/> and shuffle it into that deck).			
<input type="checkbox"/> When a monster deals damage to you before (<input type="checkbox"/> or after) you act, reduce that damage to 0.			
<input type="checkbox"/> When you would place a barrier faceup on top of a location deck, you may shuffle it facedown into the deck (<input type="checkbox"/> or put it facedown on the bottom of the deck) instead.			
<input type="checkbox"/> You gain the skill DIVINE: WISDOM +1.			

Vanguard

Vanguard



Wrathack

Female Half-Orc Ranger



FFS Number:

Played by:



SKILLS	CARDS	FT: WEAPON
STRENGTH d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +1	WEAPON 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
DEXTERITY d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL — <input type="checkbox"/> 1	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 FORTITUDE: CONSTITUTION +2	ARMOR 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
INTELLIGENCE d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 3 <input type="checkbox"/> 4	
WISDOM d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 SURVIVAL: WISDOM +3	ALLY 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 4 <input type="checkbox"/> 5	
POWERS		
HAND SIZE 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
PROFICIENT WITH Light Armors Weapons		
When you defeat a monster, you may examine the bottom card (<input type="checkbox"/> or bottom 2 cards) of its location deck.		
You may recharge a weapon that has the 2-Handed trait to add 1d4 (<input type="checkbox"/> +1) to a combat check by a character at your location.		

Wrathack

Female Half-Orc Ranger



FFS Number:

Played by:



SKILLS	CARDS	FT: WEAPON
STRENGTH d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +1	WEAPON 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
DEXTERITY d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL — <input type="checkbox"/> 1	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 FORTITUDE: CONSTITUTION +2	ARMOR 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
INTELLIGENCE d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 3 <input type="checkbox"/> 4	
WISDOM d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 SURVIVAL: WISDOM +3	ALLY 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 4 <input type="checkbox"/> 5	
POWERS		
HAND SIZE 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors Weapons		
When you defeat a monster, you may examine the bottom card (<input type="checkbox"/> or bottom 2 cards) of its location deck.		
You may recharge a weapon that has the 2-Handed trait to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to a combat check by a character at your location.		
<input type="checkbox"/> You gain the skill DIPLOMACY: CHARISMA +2.		
<input type="checkbox"/> When you would discard a weapon that has the 2-Handed trait for its power, you may recharge it (<input type="checkbox"/> or shuffle it into your deck) instead.		
<input type="checkbox"/> Add 1d8 (<input type="checkbox"/> +1) to your check to defeat a bane that has the Outsider (<input type="checkbox"/> or Undead) trait.		

Doombringer





Wrathack

Female Half-Orc Ranger



Played by:

PFS Number:



Wrathack

Female Half-Orc Ranger



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
MELEE: STRENGTH +1					
DEXTERITY	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2		
CONSTITUTION	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	
FORTITUDE: CONSTITUTION +2					
INTELLIGENCE	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2		
WISDOM	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2		
SURVIVAL: WISDOM +3					
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		Weapons		
When you defeat a monster, you may examine the bottom card (<input type="checkbox"/> or bottom 2 cards) of its location deck.					
You may recharge a weapon that has the 2-Handed trait to add 1d4 (<input type="checkbox"/> +1) to a combat check by a character at your location.					

SKILLS					CARDS					FT: WEAPON				
STRENGTH d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +1					WEAPON 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8									
DEXTERITY d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2					SPELL — <input type="checkbox"/> 1									
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 FORTITUDE: CONSTITUTION +2					ARMOR 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4									
INTELLIGENCE d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2					ITEM 3 <input type="checkbox"/> 4									
WISDOM d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 SURVIVAL: WISDOM +3					ALLY 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3									
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2					BLESSING 4 <input type="checkbox"/> 5									
<div>Sentry</div>														
POWERS														
HAND SIZE					4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7									
PROFICIENT WITH					Light Armors					Weapons				
When you defeat (<input type="checkbox"/> or another character at your location defeats) a monster, you may examine the bottom card (<input type="checkbox"/> or bottom 2 cards) of its location deck (<input type="checkbox"/> and return them in any order).														
You may recharge a weapon that has the 2-Handed trait to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to a combat check by a character at your location.														
<input type="checkbox"/> You gain the skill PERCEPTION: WISDOM +2.														
<input type="checkbox"/> When you start your turn with no cards in your hand, you may draw 1 card (<input type="checkbox"/> or 2 cards).														
<input type="checkbox"/> After you close a location, you may move.														

Sentry



WEAPONS

___ Bastard Sword (B)	___ Returning Throwing Axe +1 (1)	___ Invigorating Kukri +1 (4)
___ Dagger (B)^B	___ Deathbane Light Crossbow +1 (2)	___ Runechill Hatchet +2 (4)
___ Light Crossbow (B)^B	___ Greatclub +1 (2)	___ Adamantine Poniard +1 (5)
___ Longbow (B)	___ Main-Gauche +1 (2)	___ Flaming Longbow +2 (5)
___ Longsword (B)^B	___ Disrupting Rapier +1 (3)	___ Humanbane Gladius +2 (5)
___ Main-Gauche (B)	___ Frost Longbow +1 (3)	___ Vicious Double Axe +1 (5)
___ Quarterstaff (B)^B	___ Wounding Spear-Axe +1 (3)	___ Dancing Mace +2 (6)
___ Warhammer (B)	___ Giantbane Dagger +1 (4)	___ Shock Greatsword +2 (6)
___ Dogslicer (1)^B	___	___
___ Repelling Pike +1 (1)	___	___

SPELLS

___ Beast Skin (B)^B	___ Obscure (1)	___ Forest Walk (4)
___ Cure (B)^B	___ Endurance (2)	___ Venomous Bolt (5)
___ Holy Light (B)	___ Divine Blaze (3)	___

ARMORS

___ Leather Armor (B)^B	___ Arrow Catching Studded Leather (2)	___ Reflecting Buckler (5)
___ Magic Leather Armor (B)	___ Stanching Buckler (3)	___ Entropy Shield (6)
___ Wooden Shield (B)^B	___ Ophidian Armor (4)	___
___ Fortified Leather Armor (1)	___	___

ITEMS

___ Amulet of Life (B)^B	___ Masterwork Tools (1)	___ Rabbit's Foot (4)
___ Caltrops (B)^B	___ Staff of Minor Healing (2)	___ Pure Holy Water (5)
___ Conch Shell (B)^B	___ Whetstone (2)	___ Belt of Physical Might (6)
___ Emerald of Dexterity (B)	___ Belt of Giant Strength (3)	___
___ Spyglass (B)	___ Belt of Incredible Dexterity (3)	___
___ Archer's Bracers (1)	___	___

ALLIES

___ Crow (B)^B	___ Archer (2)	___ Mountaineer (5)
___ Fox (B)^B	___ Saber-Toothed Tiger (2)	___ Sacred Killer (5)
___ Snow Leopard (B)	___ Giant Badger (3)	___ Clockwork Owl (6)
___ Soldier (B)	___ Monkey (3)	___ Merrin Unwin (6)
___ Dog (1)^B	___ Lizard (4)	___
___ Toad (1)	___ Merchant Lord (4)	___

BLESSINGS

___ Blessing of Erastil (B) x2	___ Blessing of Milani (2)	___ Blessing of Sivanah (5)
___ Blessing of the Gods (B)^B x5	___ Blessing of Abadar (3) x2	___ Blessing of Lamashtu (6)
___ Blessing of Gorum (1) x2	___ Blessing of Gozreh (3)	___ Blessing of Nethys (6)
___ Blessing of Milani (1)	___ Blessing of Achaekak (4) x2	___
___ Blessing of Cayden Cailean (2) x2	___ Blessing of Pharasma (4)	___
___	___ Blessing of Norgorber (5) x2	___

WEAPONS

___ Bastard Sword (B)	___ Returning Throwing Axe +1 (1)	___ Invigorating Kukri +1 (4)
___ Dagger (B)^B	___ Deathbane Light Crossbow +1 (2)	___ Runechill Hatchet +2 (4)
___ Light Crossbow (B)^B	___ Greatclub +1 (2)	___ Adamantine Poniard +1 (5)
___ Longbow (B)	___ Main-Gauche +1 (2)	___ Flaming Longbow +2 (5)
___ Longsword (B)^B	___ Disrupting Rapier +1 (3)	___ Humanbane Gladius +2 (5)
___ Main-Gauche (B)	___ Frost Longbow +1 (3)	___ Vicious Double Axe +1 (5)
___ Quarterstaff (B)^B	___ Wounding Spear-Axe +1 (3)	___ Dancing Mace +2 (6)
___ Warhammer (B)	___ Giantbane Dagger +1 (4)	___ Shock Greatsword +2 (6)
___ Dogslicer (1)^B	___	___
___ Repelling Pike +1 (1)	___	___

SPELLS

___ Beast Skin (B)^B	___ Obscure (1)	___ Forest Walk (4)
___ Cure (B)^B	___ Endurance (2)	___ Venomous Bolt (5)
___ Holy Light (B)	___ Divine Blaze (3)	___

ARMORS

___ Leather Armor (B)^B	___ Arrow Catching Studded Leather (2)	___ Reflecting Buckler (5)
___ Magic Leather Armor (B)	___ Stanching Buckler (3)	___ Entropy Shield (6)
___ Wooden Shield (B)^B	___ Ophidian Armor (4)	___
___ Fortified Leather Armor (1)	___	___

ITEMS

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___ Caltrops (B)^B	___ Staff of Minor Healing (2)	___ Pure Holy Water (5)
___ Conch Shell (B)^B	___ Whetstone (2)	___ Belt of Physical Might (6)
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___ Spyglass (B)	___ Belt of Incredible Dexterity (3)	___
___ Archer's Bracers (1)	___	___

ALLIES

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___ Fox (B)^B	___ Saber-Toothed Tiger (2)	___ Sacred Killer (5)
___ Snow Leopard (B)	___ Giant Badger (3)	___ Clockwork Owl (6)
___ Soldier (B)	___ Monkey (3)	___ Merrin Unwin (6)
___ Dog (1)^B	___ Lizard (4)	___
___ Toad (1)	___ Merchant Lord (4)	___

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___ Blessing of Milani (1)	___ Blessing of Achaekak (4) x2	___
___ Blessing of Cayden Cailean (2) x2	___ Blessing of Pharasma (4)	___
___	___ Blessing of Norgorber (5) x2	___