



Alahazra

Female Human Oracle

SKULL & SHACKLES



Played by:

PFS Number:



SKILLS		CARDS		FT: BLESSING	
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	—		
DEXTERITY	d4 <input type="checkbox"/> +1	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
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 <input type="checkbox"/> +4	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
KNOWLEDGE: INTELLIGENCE +2		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING	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				
DIVINE: CHARISMA +2					
POWERS					
HAND SIZE	6 <input type="checkbox"/> 7				
PROFICIENT WITH	<input type="checkbox"/> Light Armors				
You may recharge a card that has the Divine trait to examine the top card of any location deck (<input type="checkbox"/> or the blessings deck or any character deck).					
At the end of your turn, you may discard a card that has the Divine trait to add a card that has the Divine trait from your discard pile to your hand.					
If your combat check has the Attack trait, add 2 to it. (<input type="checkbox"/> You may also add the Fire trait.)					

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SKILLS		CARDS	FT: BLESSING
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	—
DEXTERITY	d4 <input type="checkbox"/> +1	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
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 <input type="checkbox"/> +4 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	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 DIVINE: CHARISMA +2	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
Stargazer			
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH	<input type="checkbox"/> Light Armors		
You may recharge a card that has the Divine trait to examine the top card of any location deck (<input type="checkbox"/> or the blessings deck or any character deck).			
<input type="checkbox"/> When you use the above power to examine a card from a location deck on your turn, and it is a boon, you may encounter it.			
<input type="checkbox"/> When you use the above power to examine a card from a character deck, that character may recharge it.			
At the end of your turn, you may discard a card that has the Divine trait (<input type="checkbox"/> or any card) to add a card that has the Divine trait from your discard pile to your hand (<input type="checkbox"/> or to allow a character at your location to add a card from his discard pile to your hand).			
If your combat check has the Attack trait, add 2 (<input type="checkbox"/> 3) to it. (<input type="checkbox"/> You may also add the Fire trait.)			
<input type="checkbox"/> You gain the skill PERCEPTION (<input type="checkbox"/> and SURVIVAL): CHARISMA +2.			





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SKILLS		CARDS	FT: BLESSING
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	—
DEXTERITY	d4 <input type="checkbox"/> +1	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
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 <input type="checkbox"/> +4	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
KNOWLEDGE: INTELLIGENCE +2		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING	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		
DIVINE: CHARISMA +2			
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7		
PROFICIENT WITH	<input type="checkbox"/> Light Armors		
You may recharge a card that has the Divine trait to examine the top card of any location deck (<input type="checkbox"/> or the blessings deck or any character deck).			
At the end of your turn, you may discard a card that has the Divine trait to add a card that has the Divine trait from your discard pile to your hand.			
If your combat check has the Attack trait, add 2 to it. (<input type="checkbox"/> You may also add the Fire trait.)			

SKILLS		CARDS	FT: BLESSING
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	—
DEXTERITY	d4 <input type="checkbox"/> +1	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
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 <input type="checkbox"/> +4 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	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 DIVINE: CHARISMA +2	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
Tempest			
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH	<input type="checkbox"/> Light Armors		
You may recharge a card that has the Divine trait to examine the top card of any location deck (<input type="checkbox"/> or the blessings deck or any character deck).			
At the end of your turn, you may discard a card that has the Divine trait to add a card that has the Divine trait from your discard pile to your hand.			
If your combat check has the Attack trait, add 2 (<input type="checkbox"/> 3) (<input type="checkbox"/> 4) to it. (<input type="checkbox"/> You may also add the (<input type="checkbox"/> Electricity or) Fire trait.)			
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to recharge (<input type="checkbox"/> or acquire) a spell that has the Attack trait.			
<input type="checkbox"/> When you play a spell that has the Attack trait, you gain the skill ARCANE: CHARISMA +2 until the end of the encounter.			

Tempest



SKILLS		CARDS	FT: ALLY
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	SPELL	—
ACROBATICS: DEXTERITY +1		ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
FORTITUDE: CONSTITUTION +2		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
INTELLIGENCE	d4 <input type="checkbox"/> +1	BLESSING	5 <input type="checkbox"/> 6
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3		
SURVIVAL: WISDOM +3			
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3		
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors Weapons		
For your check that has or is against a card that has the Finesse trait, you gain the skill MELEE: DEXTERITY +2.			
If your check has the Swashbuckling trait (<input type="checkbox"/> or is a check to defeat a ship), you may reroll 1 die (<input type="checkbox"/> or 2 dice) on your check; you must take the second result.			
Reduce Structural damage to your ship by 1.			

Jirelle

Female Half-Elf Swashbuckler

SKULL & SHACKLES

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PFS Number:



SKILLS		CARDS	FT: ALLY
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	SPELL	—
ACROBATICS: DEXTERITY +1		ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
FORTITUDE: CONSTITUTION +2		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
INTELLIGENCE	d4 <input type="checkbox"/> +1	BLESSING	5 <input type="checkbox"/> 6
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	Pirate Queen	
SURVIVAL: WISDOM +3			
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3		
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH	Light Armors Weapons		
For your check that has or is against a card that has the Finesse trait, you gain the skill MELEE: DEXTERITY +2.			
If your check has the Swashbuckling trait (<input type="checkbox"/> or is a check to defeat a ship), you may reroll 1 die (<input type="checkbox"/> or 2 dice) on your check; you must take the second result.			
Reduce Structural damage to your ship by 1 (<input type="checkbox"/> 2).			
<input type="checkbox"/> You gain the skill DIPLOMACY (<input type="checkbox"/> and CRAFT): CHARISMA +3.			
<input type="checkbox"/> When you acquire a card that has the Pirate or Swashbuckling trait, you may immediately explore again.			
<input type="checkbox"/> You may reveal a card that has the Swashbuckling trait to add the Swashbuckling trait to your check.			
<input type="checkbox"/> If you are on a ship, you may move at the end of your turn (<input type="checkbox"/> or the character commanding your ship may move at the end of her turn).			

Jirelle

Female Half-Elf Swashbuckler

SKULL & SHACKLES

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PFS Number:







Female Half-Elf Swashbuckler

Jirelle



Played by:

PFS Number:



SKILLS		CARDS	FT: ALLY
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	SPELL	—
ACROBATICS: DEXTERITY +1		ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
FORTITUDE: CONSTITUTION +2		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
INTELLIGENCE	d4 <input type="checkbox"/> +1	BLESSING	5 <input type="checkbox"/> 6
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3		
SURVIVAL: WISDOM +3			
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3		
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors	Weapons	
For your check that has or is against a card that has the Finesse trait, you gain the skill MELEE: DEXTERITY +2.			
If your check has the Swashbuckling trait (<input type="checkbox"/> or is a check to defeat a ship), you may reroll 1 die (<input type="checkbox"/> or 2 dice) on your check; you must take the second result.			
Reduce Structural damage to your ship by 1.			

Female Half-Elf Swashbuckler

Jirelle



Played by:

PFS Number:



SKILLS		CARDS	FT: ALLY
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	SPELL	—
ACROBATICS: DEXTERITY +1		ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
FORTITUDE: CONSTITUTION +2		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
INTELLIGENCE	d4 <input type="checkbox"/> +1	BLESSING	5 <input type="checkbox"/> 6
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	Duelist	
SURVIVAL: WISDOM +3			
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3		
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH	Light Armors Weapons		
For your check that has or is against a card that has the Finesse trait, you gain the skill MELEE: DEXTERITY +2 (<input type="checkbox"/> +3).			
If your check has the Swashbuckling trait (<input type="checkbox"/> or is a check to defeat a ship), you may reroll 1 die (<input type="checkbox"/> or 2 dice) on your check; you must take the second result.			
Reduce Structural damage to your ship by 1.			
<input type="checkbox"/> When you defeat a monster on your turn, and your check to defeat has the Swashbuckling trait, you may discard (<input type="checkbox"/> or recharge) a card to immediately explore.			
<input type="checkbox"/> When you acquire a card that has the Finesse or Ranged trait, you may immediately recharge it to draw a card.			
<input type="checkbox"/> You may recharge an ally to recharge a random card (<input type="checkbox"/> or a weapon of your choice) from your discard pile.			
<input type="checkbox"/> If any die rolled on your check is an 8 or higher, roll 1d4 and add it to the result.			

Duelist



Lem

Male Halfling Bard



Played by:

PFS Number:



SKILLS		CARDS	FT: ANY
STRENGTH	d4 <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
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 CRAFT: INTELLIGENCE +1 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 <input type="checkbox"/> 3
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
CHARISMA	d10 <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	
HAND SIZE	5 <input type="checkbox"/> 6		
PROFICIENT WITH	<input type="checkbox"/> Light Armors Weapons		
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to any check by a character at your location.			
When you would recharge a card, you may shuffle it into your deck instead.			
For your check that has or is against a card that has the Finesse trait, you gain the skill MELEE: DEXTERITY +1.			

Lem

Male Halfling Bard



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PFS Number:



SKILLS		CARDS	FT: ANY
STRENGTH	d4 <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
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 CRAFT: INTELLIGENCE +1 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 <input type="checkbox"/> 3
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
CHARISMA	d10 <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
		Sea Singer	
		POWERS	
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	<input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons		
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to any check by a character at your location.			
When you would recharge a card, you may shuffle it into your deck instead.			
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"/> Add 1d4 (<input type="checkbox"/> 2d4) (<input type="checkbox"/> 3d4) to your non-combat check to defeat a bane (<input type="checkbox"/> or ship).			
<input type="checkbox"/> For your combat check against a bane that has the Aquatic trait, you may use your Diplomacy skill + 1d6 and add the Magic and Mental traits; you may additionally discard a card to add another 1d8. This counts as playing a spell.			
<input type="checkbox"/> When you roll on the Plunder Table, you may add or subtract 1 from the result.			

Sea Singer



Lem

Male Halfling Bard

SKULL & SHACKLES



Played by:

PFS Number:



SKILLS		CARDS		FT: ANY	
STRENGTH	d4 <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		
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		
	CRAFT: INTELLIGENCE +1 KNOWLEDGE: INTELLIGENCE +2	ALLY	4 <input type="checkbox"/> 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	d10 <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				
PROFICIENT WITH	<input type="checkbox"/> Light Armors Weapons				
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to any check by a character at your location.					
When you would recharge a card, you may shuffle it into your deck instead.					
For your check that has or is against a card that has the Finesse trait, you gain the skill MELEE: DEXTERITY +1.					

Lem

Male Halfling Bard

SKULL & SHACKLES



Played by:

PFS Number:



SKILLS			CARDS	FT: ANY
STRENGTH	d4	<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
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
CRAFT: INTELLIGENCE +1			ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
KNOWLEDGE: INTELLIGENCE +2			BLESSING	4 <input type="checkbox"/> 5
WISDOM	d6	<input type="checkbox"/> +1 <input type="checkbox"/> +2	Freebooter	
CHARISMA	d10	<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	<input type="checkbox"/> Light Armors	Weapons		
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to any check by a character at your location.				
When you would recharge a card, you may shuffle it into your deck instead.				
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"/> For your check that has or is against a card that has the Firearm trait, gain the skill				
RANGED: DEXTERITY +2 until the end of the encounter.				
<input type="checkbox"/> When you encounter a bane that has the Task (<input type="checkbox"/> or Pirate) trait (<input type="checkbox"/> or a ship), you may recharge any				
number of allies; for each ally recharged, add 1d6 to the check to defeat the bane.				
<input type="checkbox"/> When you play a blessing on any check that has the Swashbuckling (<input type="checkbox"/> or Firearm) trait, add a d12				
instead of the normal die.				

Freebooter



Lirianne

Female Half-Elf Gunslinger

SKULL & SHACKLES



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +3	SPELL	—
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +1	ARMOR	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
WISDOM	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +2	ALLY	3 <input type="checkbox"/> 4
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5		
PROFICIENT WITH	Light Armors Weapons		
When you play a weapon that has the Firearm trait, if you would bury it or shuffle it into your deck, you may keep it and instead perform the action with another card.			
You may shuffle a card from your hand into your deck to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to any combat check at another location.			

Lirianne

Female Half-Elf Gunslinger

SKULL & SHACKLES



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +3	SPELL	—
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +1	ARMOR	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
WISDOM	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +2	ALLY	3 <input type="checkbox"/> 4
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	Musketeer	
PROFICIENT WITH	Light Armors Weapons		
When you play a weapon that has the Firearm trait, if you would bury it or shuffle it into your deck, you may keep it and instead perform the action with another card.			
You may shuffle a card from your hand into your deck to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) (<input type="checkbox"/> +4) to any combat check at another location.			
<input type="checkbox"/> If you begin your turn with no weapons in your hand, you may draw a card.			
<input type="checkbox"/> When you play a weapon that has the Firearm trait on your combat check, you may immediately shuffle another such weapon into your deck to draw a card.			
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 3) (<input type="checkbox"/> 4) to your combat check that has the Firearm trait.			
<input type="checkbox"/> You may discard a weapon to defeat a barrier that has the Cache, Lock, or Skirmish trait.			

Musketeer



Lirianne

Female Half-Elf Gunslinger

SKULL & SHACKLES



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d4 □+1 □+2	WEAPON 4 □ 5 □ 6 □ 7	
DEXTERITY	d8 □+1 □+2 □+3 □+4 RANGED: DEXTERITY +3	SPELL —	
CONSTITUTION	d6 □+1 □+2 FORTITUDE: CONSTITUTION +1	ARMOR 2 □ 3 □ 4	
INTELLIGENCE	d6 □+1 □+2	ITEM 2 □ 3 □ 4	
WISDOM	d12 □+1 □+2 □+3 PERCEPTION: WISDOM +2	ALLY 3 □ 4	
CHARISMA	d6 □+1 □+2	BLESSING 4 □ 5 □ 6	
POWERS			
HAND SIZE	4 □ 5		
PROFICIENT WITH	Light Armors Weapons		
When you play a weapon that has the Firearm trait, if you would bury it or shuffle it into your deck, you may keep it and instead perform the action with another card.			
You may shuffle a card from your hand into your deck to add 1d4 (□ +1) (□ +2) (□ +3) to any combat check at another location.			

Lirianne

Female Half-Elf Gunslinger

SKULL & SHACKLES



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d4 □+1 □+2	WEAPON 4 □ 5 □ 6 □ 7	
DEXTERITY	d8 □+1 □+2 □+3 □+4 RANGED: DEXTERITY +3	SPELL —	
CONSTITUTION	d6 □+1 □+2 FORTITUDE: CONSTITUTION +1	ARMOR 2 □ 3 □ 4	
INTELLIGENCE	d6 □+1 □+2	ITEM 2 □ 3 □ 4	
WISDOM	d12 □+1 □+2 □+3 PERCEPTION: WISDOM +2	ALLY 3 □ 4	
CHARISMA	d6 □+1 □+2	BLESSING 4 □ 5 □ 6	
POWERS			
HAND SIZE	4 □ 5 □ 6		
PROFICIENT WITH	Light Armors Weapons		
When you play a weapon that has the Firearm trait, if you would bury it or shuffle it into your deck, you may keep it and instead perform the action with another card.			
You may shuffle a card from your hand into your deck to add 1d4 (□ +1) (□ +2) (□ +3) (□ +4) to any combat check at another location.			
□ When you encounter a bane, you may attempt a Perception check with a difficulty of 5 plus the adventure deck number of the bane, if any, to evade it.			
□ When you are on a ship and a random ship is summoned, you may draw 2 (□ or 3) such cards and choose 1.			
□ When you would fail a combat check that has the Firearm trait, you may discard a weapon to add 1d4 to your result.			
□ When you move to a different location during your move step, you may examine the top card of that location deck (□ and you may shuffle it into that deck).			

Deadeye



Merisiel

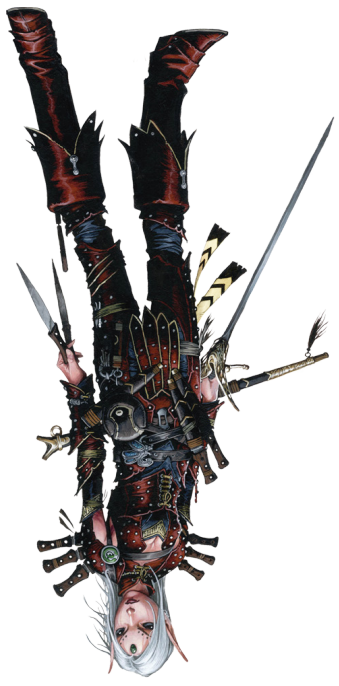
Female Elf Rogue

SKULL & SHACKLES



Played by:

PFS Number:



SKILLS		CARDS	FT: ITEM
STRENGTH	d6 □+1 □+2	WEAPON	3 □ 4 □ 5
DEXTERITY	d12 □+1 □+2 □+3 □+4	SPELL	— □ 1 □ 2
ACROBATICS: DEXTERITY +2		ARMOR	1 □ 2
DISABLE: DEXTERITY +2		ITEM	5 □ 6 □ 7 □ 8
STEALTH: DEXTERITY +2		ALLY	2 □ 3
CONSTITUTION	d6 □+1 □+2 □+3	BLESSING	4 □ 5
INTELLIGENCE	d6 □+1 □+2		
CRAFT: INTELLIGENCE +2			
WISDOM	d4 □+1 □+2		
CHARISMA	d8 □+1 □+2		
POWERS			
HAND SIZE	5 □ 6		
PROFICIENT WITH	Light Armors □ Weapons		
You may evade your encounter.			
If you are the only character at your location, you may recharge a card to add 1d6 (□ +1) (□ +2) to your combat check.			
For your check that has or is against a card that has the Finesse trait, you gain the skill MELEE: DEXTERITY +1.			

Merisiel

Female Elf Rogue

SKULL & SHACKLES



Played by:

PFS Number:



SKILLS		CARDS	FT: ITEM
STRENGTH	d6 □+1 □+2	WEAPON	3 □ 4 □ 5
DEXTERITY	d12 □+1 □+2 □+3 □+4	SPELL	— □ 1 □ 2
ACROBATICS: DEXTERITY +2		ARMOR	1 □ 2
DISABLE: DEXTERITY +2		ITEM	5 □ 6 □ 7 □ 8
STEALTH: DEXTERITY +2		ALLY	2 □ 3
CONSTITUTION	d6 □+1 □+2 □+3	BLESSING	4 □ 5
INTELLIGENCE	d6 □+1 □+2		
CRAFT: INTELLIGENCE +2			
WISDOM	d4 □+1 □+2		
CHARISMA	d8 □+1 □+2		
POWERS			
HAND SIZE	5 □ 6 □ 7		
PROFICIENT WITH	Light Armors □ Weapons		
You may evade your encounter (□ and if it is a boon, you may put it on top of the location deck).			
If you are the only character at your location, you may recharge a card to add 1d6 (□ +1) (□ +2) (□ +3) (□ +4) to your combat check (□ and discard it to add an additional 1d6).			
For your check that has or is against a card that has the Finesse trait, you gain the skill MELEE: DEXTERITY +1.			
□ When a monster deals damage to you before (□ or after) you act, reduce that damage to 0.			
□ You automatically succeed at your Knowledge check.			

Shadow



Merisiel

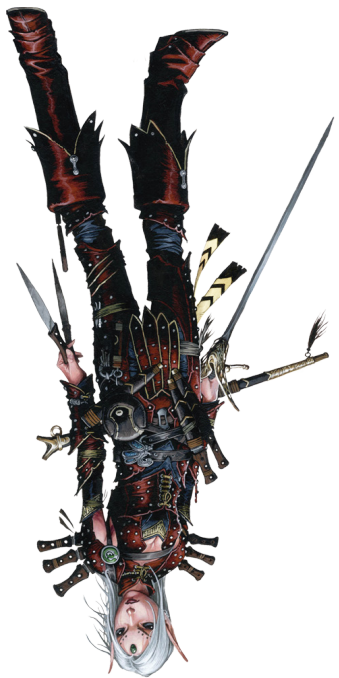
Female Elf Rogue

SKULL & SHACKLES



Played by:

PFS Number:



Merisiel

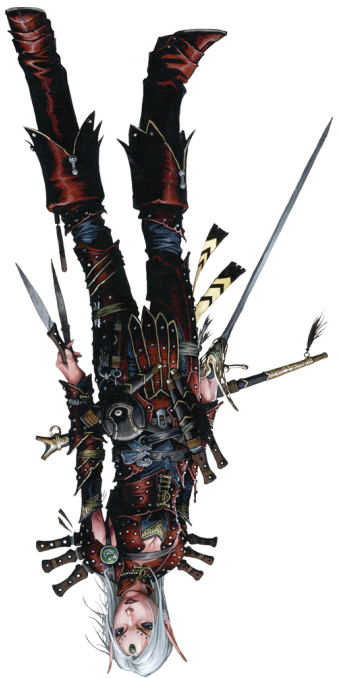
Female Elf Rogue

SKULL & SHACKLES



Played by:

PFS Number:



SKILLS		CARDS	FT: ITEM
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
DEXTERITY	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ACROBATICS: DEXTERITY +2 DISABLE: DEXTERITY +2 STEALTH: DEXTERITY +2	SPELL	— <input type="checkbox"/> 1 <input type="checkbox"/> 2
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 CRAFT: INTELLIGENCE +2	ITEM	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
WISDOM	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	2 <input type="checkbox"/> 3
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6		
PROFICIENT WITH	Light Armors <input type="checkbox"/> Weapons		
You may evade your encounter.			
If you are the only character at your location, you may recharge a card to add 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to your combat check.			
For your check that has or is against a card that has the Finesse trait, you gain the skill MELEE: DEXTERITY +1.			

SKILLS		CARDS	FT: ITEM
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
DEXTERITY	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ACROBATICS: DEXTERITY +2 DISABLE: DEXTERITY +2 STEALTH: DEXTERITY +2	SPELL	— <input type="checkbox"/> 1 <input type="checkbox"/> 2
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 CRAFT: INTELLIGENCE +2	ITEM	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
WISDOM	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	2 <input type="checkbox"/> 3
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5
POWERS		Smuggler	
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors <input type="checkbox"/> Weapons		
You may evade your encounter. (<input type="checkbox"/> If the encountered card has the Pirate or Swashbuckling trait, you may immediately explore again.)			
If you are the only character at your location, you may recharge a card to add 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to your combat 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"/> Add 1d4 (<input type="checkbox"/> +1) to your non-combat check.			
<input type="checkbox"/> When you acquire a card, you may give it to another character.			
<input type="checkbox"/> When a character gives you a card on his turn, he may give you any number of cards.			
<input type="checkbox"/> When one or more plunder cards are stashed on your turn, you may stash an additional plunder card.			

Smuggler



Seltziel

Male Half-Elf Magus

SKULL & SHACKLES



Played by:

PFS Number:



Seltziel

Male Half-Elf Magus

SKULL & SHACKLES



Played by:

PFS Number:



SKILLS	CARDS	FT: WEAPON OR SPELL
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +3	WEAPON 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
DEXTERITY d6 <input type="checkbox"/> +1	SPELL 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: INTELLIGENCE +3 CRAFT: INTELLIGENCE +1	ITEM 1 <input type="checkbox"/> 2	
WISDOM d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY 1 <input type="checkbox"/> 2	
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 4 <input type="checkbox"/> 5	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors Weapons		
Choose a weapon that doesn't have the 2-Handed trait and a spell that has the Attack trait. When you play one for your combat check, you may recharge the other (<input type="checkbox"/> or shuffle it into your deck) to add 1d6 (<input type="checkbox"/> 2d6) and that card's traits to the check.		
At the end of your turn, you may attempt to recharge a spell in your discard pile.		

SKILLS	CARDS	FT: WEAPON OR SPELL
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +3	WEAPON 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
DEXTERITY d6 <input type="checkbox"/> +1	SPELL 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: INTELLIGENCE +3 CRAFT: INTELLIGENCE +1	ITEM 1 <input type="checkbox"/> 2	
WISDOM d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY 1 <input type="checkbox"/> 2	
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 4 <input type="checkbox"/> 5	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors Weapons		
Choose a weapon that doesn't have the 2-Handed trait and a spell that has the Attack trait. When you play one for your combat check, you may recharge the other (<input type="checkbox"/> or shuffle it into your deck) to add 1d6 (<input type="checkbox"/> 2d6) (<input type="checkbox"/> 3d6) and that card's traits to the check.		
At the end of your turn, you may attempt to recharge a spell in your discard pile.		
<input type="checkbox"/> You may discard a spell that has the Attack trait to add 1d6 (<input type="checkbox"/> 2d6) to any check to defeat a ship or barrier.		
<input type="checkbox"/> You gain the skill RANGED: INTELLIGENCE +2.		
<input type="checkbox"/> When you discard (<input type="checkbox"/> or recharge) a card that has the Pirate or Swashbuckling trait, you may draw 1 card (<input type="checkbox"/> or 2 cards).		
<input type="checkbox"/> When you play a blessing on a Craft check, recharge the blessing.		

Marauder



Seltziel

Male Half-Elf Magus

SKULL & SHACKLES



Played by:

PFS Number:



Seltziel

Male Half-Elf Magus

SKULL & SHACKLES



Played by:

PFS Number:



SKILLS	CARDS	FT: WEAPON OR SPELL
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +3	WEAPON 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
DEXTERITY d6 <input type="checkbox"/> +1	SPELL 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: INTELLIGENCE +3 CRAFT: INTELLIGENCE +1	ITEM 1 <input type="checkbox"/> 2	
WISDOM d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY 1 <input type="checkbox"/> 2	
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 4 <input type="checkbox"/> 5	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors Weapons		
Choose a weapon that doesn't have the 2-Handed trait and a spell that has the Attack trait. When you play one for your combat check, you may recharge the other (<input type="checkbox"/> or shuffle it into your deck) to add 1d6 (<input type="checkbox"/> 2d6) and that card's traits to the check.		
At the end of your turn, you may attempt to recharge a spell in your discard pile.		

SKILLS		CARDS	FT: WEAPON OR SPELL	
STRENGTH	d8 <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 <input type="checkbox"/> 7	
MELEE: STRENGTH +3		SPELL	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
DEXTERITY	d6 <input type="checkbox"/> +1	ARMOR	1 <input type="checkbox"/> 2	
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	1 <input type="checkbox"/> 2	
INTELLIGENCE	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ALLY	1 <input type="checkbox"/> 2	
ARCANE: INTELLIGENCE +3 CRAFT: INTELLIGENCE +1		BLESSING	4 <input type="checkbox"/> 5	
WISDOM	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<h1>Spellblade</h1>		
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			
Choose a weapon that doesn't have the 2-Handed trait and a spell that has the Attack trait. When you play one for your combat check, you may recharge the other (<input type="checkbox"/> or shuffle it into your deck) to add 1d6 (<input type="checkbox"/> 2d6) (<input type="checkbox"/> 3d6) and that card's traits to the check.				
At the end of your turn, you may attempt to recharge a spell in your discard pile. (<input type="checkbox"/> If you succeed, you may put the card on top of your deck instead of recharging it.)				
<input type="checkbox"/> When you play a weapon that has the Sword trait, you may add your Intelligence skill to your combat check.				
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to acquire a spell or weapon.				
<input type="checkbox"/> When you acquire a spell or a weapon on your turn, you may immediately explore again.				
<input type="checkbox"/> Discard a spell to put a weapon from your discard pile into your hand (<input type="checkbox"/> or discard a weapon to put a spell from your discard pile into your hand).				



Valeros

Male Human Fighter

SKULL & SHACKLES



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	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8
MELEE: STRENGTH +3						SPELL	—			
DEXTERITY	d6	<input type="checkbox"/> +1				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	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	
FORTITUDE: CONSTITUTION +1						ALLY	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	
INTELLIGENCE	d4	<input type="checkbox"/> +1				BLESSING	3	<input type="checkbox"/> 4		
WISDOM	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2							
CHARISMA	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3						
DIPLOMACY: CHARISMA +1										
POWERS										
HAND SIZE	4		<input type="checkbox"/> 5	<input type="checkbox"/> 6						
PROFICIENT WITH	Light Armors		Heavy Armors		Weapons					
Add 1d4 (<input type="checkbox"/> +1) to another character's combat check at your location.										
When you would discard a weapon for its power, you may recharge it (<input type="checkbox"/> or shuffle it into your deck) instead.										

Valeros

Male Human Fighter

SKULL & SHACKLES



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	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8	
MELEE: STRENGTH +3						SPELL	—				
DEXTERITY	d6	<input type="checkbox"/> +1				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	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4		
FORTITUDE: CONSTITUTION +1						ALLY	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5		
INTELLIGENCE	d4	<input type="checkbox"/> +1				BLESSING	3	<input type="checkbox"/> 4			
WISDOM	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2				Corsair				
CHARISMA	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3							
DIPLOMACY: CHARISMA +1											
POWERS											
HAND SIZE	4		<input type="checkbox"/> 5	<input type="checkbox"/> 6							
PROFICIENT WITH	Light Armors		Heavy Armors		Weapons						
Add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to another character's combat check at your location.											
When you would discard a weapon for its power, you may recharge it (<input type="checkbox"/> or shuffle it into your deck) instead.											
<input type="checkbox"/> You may recharge a weapon to add the Swashbuckling trait to your check.											
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to defeat a monster that has the Captain or Pirate trait or a ship.											
<input type="checkbox"/> When you would put a barrier faceup on top of a location deck, you may shuffle it facedown into the deck instead.											
<input type="checkbox"/> Recharge a card to reduce Structural damage dealt to your ship by 1 (<input type="checkbox"/> 2).											

Corsair



Valeros

Male Human Fighter

SKULL & SHACKLES



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	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
MELEE: STRENGTH +3		SPELL	—		
DEXTERITY	d6 <input type="checkbox"/> +1	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	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
FORTITUDE: CONSTITUTION +1		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
INTELLIGENCE	d4 <input type="checkbox"/> +1	BLESSING	3 <input type="checkbox"/> 4		
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3				
DIPLOMACY: CHARISMA +1					
POWERS					
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6				
PROFICIENT WITH	Light Armors Heavy Armors Weapons				
Add 1d4 (<input type="checkbox"/> +1) to another character's combat check at your location.					
When you would discard a weapon for its power, you may recharge it (<input type="checkbox"/> or shuffle it into your deck) instead.					

Valeros

Male Human Fighter

SKULL & SHACKLES



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	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8	
MELEE: STRENGTH +3						SPELL	—				
DEXTERITY	d6	<input type="checkbox"/> +1				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	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4		
FORTITUDE: CONSTITUTION +1						ALLY	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5		
INTELLIGENCE	d4	<input type="checkbox"/> +1				BLESSING	3	<input type="checkbox"/> 4			
WISDOM	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2			<h1>Tactician</h1>					
CHARISMA	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3							
DIPLOMACY: CHARISMA +1											
POWERS											
HAND SIZE	4		<input type="checkbox"/> 5	<input type="checkbox"/> 6							
PROFICIENT WITH	Light Armors		Heavy Armors		Weapons						
Add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) (<input type="checkbox"/> +4) to another character's combat check at your location.											
When you would discard a weapon for its power, you may recharge it (<input type="checkbox"/> or shuffle it into your deck) instead.											
<input type="checkbox"/> You may recharge an ally to add 1 plus its adventure deck number, if any, to your combat (<input type="checkbox"/> or non-combat) check.											
<input type="checkbox"/> When another character encounters a villain, you may immediately move.											
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to defeat a henchman or villain.											

Tactician



Daniel

Male Elf Alchemist

SKULL & SHACKLES



Played by:

PFS Number:



Daniel

Male Elf Alchemist

SKULL & SHACKLES



Played by:

PFS Number:



SKILLS		CARDS	FT: ITEM
STRENGTH	d6 <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 <input type="checkbox"/> +4 DISABLE: DEXTERITY +2 RANGED: DEXTERITY +2	SPELL	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 CRAFT: INTELLIGENCE +3	ITEM	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9
WISDOM	d6 <input type="checkbox"/> +1	ALLY	1 <input type="checkbox"/> 2
CHARISMA	d4 <input type="checkbox"/> +1	BLESSING	4 <input type="checkbox"/> 5
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors <input type="checkbox"/> Weapons		
You may discard a card to add 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) and the Poison or Fire trait to any combat check at your location; if the discarded card has the Alchemical trait, add an additional 1d6.			
When you play a card that has the Alchemical trait and would banish it, you may recharge it instead.			
You gain the skills Arcane and Divine equal to your Craft skill while you play or when you would banish a spell that does not have the Attack trait.			

SKILLS		CARDS	FT: ITEM
STRENGTH	d6 <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 <input type="checkbox"/> +4 DISABLE: DEXTERITY +2 RANGED: DEXTERITY +2	SPELL	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 CRAFT: INTELLIGENCE +3	ITEM	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9
WISDOM	d6 <input type="checkbox"/> +1	ALLY	1 <input type="checkbox"/> 2
CHARISMA	d4 <input type="checkbox"/> +1	BLESSING	4 <input type="checkbox"/> 5
POWERS		Grenadier	
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH	Light Armors <input type="checkbox"/> Heavy Armors <input type="checkbox"/> Weapons		
You may discard a card to add 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) and the Poison or Fire (<input type="checkbox"/> or Acid, Cold, Electricity, or Mental) trait to any combat check at your location; if the discarded card has the Alchemical trait, add an additional 1d6 (<input type="checkbox"/> 1d12).			
When you play a card that has the Alchemical trait and would banish it, you may recharge it instead.			
You gain the skills Arcane and Divine equal to your Craft skill while you play or when you would banish a spell that does not have the Attack trait.			
<input type="checkbox"/> When you acquire a boon that has the Alchemical or Liquid (<input type="checkbox"/> or Firearm) trait, you may immediately explore again.			
<input type="checkbox"/> When you succeed at a Craft check, you may examine the top card of your deck; if it is an item, you may add it to your hand.			

Grenadier





Daniel

Male Elf Alchemist

SKULL & SHACKLES



Played by:

PFS Number:



SKILLS		CARDS	FT: ITEM
STRENGTH	d6 <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 <input type="checkbox"/> +4 DISABLE: DEXTERITY +2 RANGED: DEXTERITY +2	SPELL	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 CRAFT: INTELLIGENCE +3	ITEM	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9
WISDOM	d6 <input type="checkbox"/> +1	ALLY	1 <input type="checkbox"/> 2
CHARISMA	d4 <input type="checkbox"/> +1	BLESSING	4 <input type="checkbox"/> 5
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors <input type="checkbox"/> Weapons		
You may discard a card to add 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) and the Poison or Fire trait to any combat check at your location; if the discarded card has the Alchemical trait, add an additional 1d6.			
When you play a card that has the Alchemical trait and would banish it, you may recharge it instead.			
You gain the skills Arcane and Divine equal to your Craft skill while you play or when you would banish a spell that does not have the Attack trait.			

Daniel

Male Elf Alchemist

SKULL & SHACKLES



Played by:

PFS Number:



SKILLS		CARDS	FT: ITEM
STRENGTH	d6 <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 <input type="checkbox"/> +4 DISABLE: DEXTERITY +2 RANGED: DEXTERITY +2	SPELL	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 CRAFT: INTELLIGENCE +3	ITEM	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9
WISDOM	d6 <input type="checkbox"/> +1	ALLY	1 <input type="checkbox"/> 2
CHARISMA	d4 <input type="checkbox"/> +1	BLESSING	4 <input type="checkbox"/> 5
POWERS		Chirurgeon	
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH	Light Armors <input type="checkbox"/> Heavy Armors <input type="checkbox"/> Weapons		
You may discard a card to add 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) and the Poison or Fire trait to any combat check at your location; if the discarded card has the Alchemical (<input type="checkbox"/> or Healing) trait, add an additional 1d6.			
When you play a card that has the Alchemical trait and would banish it, you may recharge it instead.			
You gain the skills Arcane and Divine equal to your Craft skill while you play or when you would banish a spell that does not have the Attack trait.			
<input type="checkbox"/> When you acquire a boon that has the Alchemical or Liquid (<input type="checkbox"/> or Healing) (<input type="checkbox"/> or Fire or Poison) trait, you may immediately explore again.			
<input type="checkbox"/> You may recharge an item that has the Alchemical trait to add 1d4 to your check.			
<input type="checkbox"/> When you reset your hand, you may discard any number of cards; your hand size is increased by that number until the end of the turn.			

Chirurgeon





Female Human Witch

Feiya



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d6 □ +1	WEAPON	—
DEXTERITY	d4 □ +1	SPELL	6 □ 7 □ 8 □ 9 □ 10
CONSTITUTION	d6 □ +1 □ +2 □ +3	ARMOR	—
INTELLIGENCE	d12 □ +1 □ +2 □ +3 □ +4 ARCANE: INTELLIGENCE +3 CRAFT: INTELLIGENCE +2 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 □ 3 □ 4
WISDOM	d6 □ +1 □ +2 □ +3	ALLY	3 □ 4 □ 5
CHARISMA	d8 □ +1 □ +2 □ +3	BLESSING	4 □ 5 □ 6
POWERS			
HAND SIZE	6 □ 7 □ 8		
When any character at your location attempts a check to acquire a spell or defeat a monster (□ or barrier), you may recharge a card to reduce the difficulty of that check by 1 (□ 2) plus the adventure deck number of the recharged card, if any.			
You may discard an ally that has the Animal trait to return a spell from your discard pile to your hand.			

Female Human Witch

Feiya



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d6 □ +1	WEAPON	—
DEXTERITY	d4 □ +1	SPELL	6 □ 7 □ 8 □ 9 □ 10
CONSTITUTION	d6 □ +1 □ +2 □ +3	ARMOR	—
INTELLIGENCE	d12 □ +1 □ +2 □ +3 □ +4 ARCANE: INTELLIGENCE +3 CRAFT: INTELLIGENCE +2 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 □ 3 □ 4
WISDOM	d6 □ +1 □ +2 □ +3	ALLY	3 □ 4 □ 5
CHARISMA	d8 □ +1 □ +2 □ +3	BLESSING	4 □ 5 □ 6
POWERS			
HAND SIZE	6 □ 7 □ 8 □ 9		
When any character at your location attempts a check to acquire a spell or defeat a monster (□ or barrier), you may recharge a card to reduce the difficulty of that check by 1 (□ 2) plus the adventure deck number of the recharged card, if any.			
You may discard an ally that has the Animal trait to return a spell from your discard pile to your hand.			
□ You may discard a card to evade a bane that has the Aquatic trait (□ and you may put the bane on top of the deck).			
□ You may recharge a card to add 2d4 to your Fortitude (□ or Survival) check.			
□ When you close a location, you may move.			
□ When you play Blessing of Hshurha, or you play any blessing on any check to defeat a bane that has the Aquatic trait, you may recharge it instead of discarding it.			

Sea Witch



Feiya

Female Human Witch



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d6 □ +1	WEAPON	—
DEXTERITY	d4 □ +1	SPELL	6 □ 7 □ 8 □ 9 □ 10
CONSTITUTION	d6 □ +1 □ +2 □ +3	ARMOR	—
INTELLIGENCE	d12 □ +1 □ +2 □ +3 □ +4 ARCANE: INTELLIGENCE +3 CRAFT: INTELLIGENCE +2 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 □ 3 □ 4
WISDOM	d6 □ +1 □ +2 □ +3	ALLY	3 □ 4 □ 5
CHARISMA	d8 □ +1 □ +2 □ +3	BLESSING	4 □ 5 □ 6
POWERS			
HAND SIZE	6 □ 7 □ 8		
When any character at your location attempts a check to acquire a spell or defeat a monster (□ or barrier), you may recharge a card to reduce the difficulty of that check by 1 (□ 2) plus the adventure deck number of the recharged card, if any.			
You may discard an ally that has the Animal trait to return a spell from your discard pile to your hand.			

Feiya

Female Human Witch



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d6 □ +1	WEAPON	—
DEXTERITY	d4 □ +1	SPELL	6 □ 7 □ 8 □ 9 □ 10
CONSTITUTION	d6 □ +1 □ +2 □ +3	ARMOR	—
INTELLIGENCE	d12 □ +1 □ +2 □ +3 □ +4 ARCANE: INTELLIGENCE +3 CRAFT: INTELLIGENCE +2 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 □ 3 □ 4
WISDOM	d6 □ +1 □ +2 □ +3	ALLY	3 □ 4 □ 5
CHARISMA	d8 □ +1 □ +2 □ +3	BLESSING	4 □ 5 □ 6
POWERS			
HAND SIZE	6 □ 7 □ 8 □ 9		
When any character at your location attempts a check to acquire a spell or defeat a monster (□ or barrier), you may recharge a card to reduce the difficulty of that check by 1 (□ 2) (□ 3) plus the adventure deck number of the recharged card, if any.			
You may discard an ally that has the Animal trait (□ or any ally) to return a spell from your discard pile to your hand.			
□ When you would shuffle a non-henchman, non-villain monster you encountered into a location deck, you may exchange it for a random monster from the box.			
□ When you succeed at a Craft check (□ or play a spell that has the Arcane trait), you may examine the top card of your deck; if it's a spell (□ or ally) you may add it to your hand.			
□ When you play Blessing of Pharasma, or you play any blessing on any check to acquire an ally, you may recharge it instead of discarding it.			

Hexer



Female Gnome Druid



Played by:

PFS Number:



Female Gnome Druid



Played by:

PFS Number:



SKILLS		CARDS		FT: ALLY	
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	1 <input type="checkbox"/> 2		
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2		
FORTITUDE: CONSTITUTION +2		ITEM	1 <input type="checkbox"/> 2		
INTELLIGENCE	d6 <input type="checkbox"/> +1	ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
WISDOM	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
DIVINE: WISDOM +2					
SURVIVAL: WISDOM +2					
CHARISMA	d8 <input type="checkbox"/> +1				
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6				
PROFICIENT WITH	<input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons				
When you play an ally that has the Animal trait, if you would recharge, discard, or bury it for its power, you may instead shuffle it into your deck (<input type="checkbox"/> or put it on top of your deck).					
You may discard a card to use a d12 for your Strength or Dexterity die; if the check is against a card that has the Animal or Aquatic trait, recharge the card instead.					

SKILLS		CARDS		FT: ALLY
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	1 <input type="checkbox"/> 2	
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
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	ITEM	1 <input type="checkbox"/> 2	
WISDOM	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: WISDOM +2 SURVIVAL: WISDOM +2	ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
CHARISMA	d8 <input type="checkbox"/> +1	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
POWERS		<div>Feral Druid</div>		
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7			
PROFICIENT WITH	<input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons			
When you play an ally that has the Animal trait, if you would recharge, discard, or bury it for its power, you may instead shuffle it into your deck (<input type="checkbox"/> or put it on top of your deck).				
You may discard a card to use a d12 for your Strength or Dexterity (<input type="checkbox"/> or Constitution) die; if the check is against a card that has the Animal or Aquatic trait, recharge the card instead.				
<input type="checkbox"/> For your combat check, you may reveal a card that has the Divine trait to use your Strength skill + 1d8 and add the Magic and Melee (<input type="checkbox"/> and Fire, Cold, or Electricity) traits; you may not play a weapon on the check.				
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check against a card that has the Animal trait.				
<input type="checkbox"/> Recharge a card to reduce Combat damage dealt to you by 1 (<input type="checkbox"/> 2).				



Female Gnome Druid



Played by:

PFS Number:



Female Gnome Druid



Played by:

PFS Number:



SKILLS		CARDS		FT: ALLY	
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	1 <input type="checkbox"/> 2		
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2		
FORTITUDE: CONSTITUTION +2		ITEM	1 <input type="checkbox"/> 2		
INTELLIGENCE	d6 <input type="checkbox"/> +1	ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
WISDOM	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
DIVINE: WISDOM +2					
SURVIVAL: WISDOM +2					
CHARISMA	d8 <input type="checkbox"/> +1				
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6				
PROFICIENT WITH	<input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons				
When you play an ally that has the Animal trait, if you would recharge, discard, or bury it for its power, you may instead shuffle it into your deck (<input type="checkbox"/> or put it on top of your deck).					
You may discard a card to use a d12 for your Strength or Dexterity die; if the check is against a card that has the Animal or Aquatic trait, recharge the card instead.					

SKILLS		CARDS		FT: ALLY	
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	1 <input type="checkbox"/> 2		
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2		
FORTITUDE: CONSTITUTION +2		ITEM	1 <input type="checkbox"/> 2		
INTELLIGENCE	d6 <input type="checkbox"/> +1	ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
WISDOM	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
DIVINE: WISDOM +2		Aquamancer			
SURVIVAL: WISDOM +2					
CHARISMA	d8 <input type="checkbox"/> +1				
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7				
PROFICIENT WITH	<input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons				
When you play an ally that has the Animal trait, if you would recharge, discard, or bury it for its power, you may instead shuffle it into your deck (<input type="checkbox"/> or put it on top of your deck).					
You may discard a card to use a d12 for your Strength or Dexterity die; if the check is against a card that has the Animal or Aquatic trait, recharge the card instead.					
<input type="checkbox"/> When you succeed at a check to recharge a spell that has the Attack trait, you may put it on top of your deck instead.					
<input type="checkbox"/> Recharge a card to reduce Acid, Cold, Electricity, or Fire damage dealt to you by 1 (<input type="checkbox"/> 2).					
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to any combat check by a character at your location against a card that has the Aquatic trait (<input type="checkbox"/> or any check by that character against a ship).					
<input type="checkbox"/> If you defeat a monster that has the Aquatic trait and would banish it, you may put it in your hand. You may banish a monster from your hand to add 1d4 to any combat check at your location.					

Aquamancer



Male Half-Orc Warpriest

Oloch



Played by:

PFS Number:



SKILLS					CARDS			FT: ARMOR			
STRENGTH		d12	<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 +1							SPELL		2	<input type="checkbox"/> 3	<input type="checkbox"/> 4
DEXTERITY		d4	<input type="checkbox"/> +1				ARMOR		3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
CONSTITUTION		d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4	ITEM		1	<input type="checkbox"/> 2	
FORTITUDE: CONSTITUTION +3							ALLY		—	<input type="checkbox"/> 1	
INTELLIGENCE		d4	<input type="checkbox"/> +1				BLESSING		5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
WISDOM		d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4					
DIVINE: WISDOM +2											
CHARISMA		d6	<input type="checkbox"/> +1								
POWERS											
HAND SIZE		4	<input type="checkbox"/> 5								
PROFICIENT WITH		Light Armors			Heavy Armors			Weapons			
When another character attempts any check, you may display any number of blessings and weapons; for each card displayed, add 1 (<input type="checkbox"/> 2) to the check. Return the displayed cards to your hand before you reset it (<input type="checkbox"/> and at the start of your turn).											
Instead of your first exploration on a turn, you may reveal a blessing or armor to choose a character at your location. Shuffle 1d4+1 (<input type="checkbox"/> +2) random cards from her discard pile into her deck, then discard the card you revealed.											

Male Half-Orc Warpriest

Oloch



Played by:

PFS Number:



SKILLS		CARDS		FT: ARMOR	
STRENGTH	d12 <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 +1		SPELL	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
DEXTERITY	d4 <input type="checkbox"/> +1	ARMOR	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ITEM	1 <input type="checkbox"/> 2		
FORTITUDE: CONSTITUTION +3		ALLY	— <input type="checkbox"/> 1		
INTELLIGENCE	d4 <input type="checkbox"/> +1	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	Battle Chaplain			
DIVINE: WISDOM +2					
CHARISMA	d6 <input type="checkbox"/> +1				
POWERS					
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7				
PROFICIENT WITH	Light Armors Heavy Armors Weapons				
When another character attempts any check, you may display any number of blessings and weapons; for each card displayed, add 1 (<input type="checkbox"/> 2) to the check. Return the displayed cards to your hand before you reset it (<input type="checkbox"/> and at the start of your turn).					
Instead of your first exploration on a turn, you may reveal a blessing or armor to choose a character at your location. Shuffle 1d4+1 (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) random cards from her discard pile into her deck, then discard the card you revealed.					
<input type="checkbox"/> When you encounter an ally, you may banish it an immediately explore again.					
<input type="checkbox"/> You may automatically succeed at your check to acquire (<input type="checkbox"/> or recharge) a card that has the Healing trait.					
<input type="checkbox"/> When a character plays a blessing on your combat or Strength check, that character may recharge (<input type="checkbox"/> that blessing or) a random card from her discard pile.					

Battle Chaplain



SKULL & SHACKLES

Male Half-Orc Warpriest

Oloch

PF5 Number:

Played by:



SKULL & SHACKLES

Male Half-Orc Warpriest

Oloch

PF5 Number:

Played by:



SKILLS					CARDS			FT: ARMOR		
STRENGTH d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +1					WEAPON 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6					
DEXTERITY d4 <input type="checkbox"/> +1					SPELL 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 FORTITUDE: CONSTITUTION +3					ARMOR 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5					
INTELLIGENCE d4 <input type="checkbox"/> +1					ITEM 1 <input type="checkbox"/> 2					
WISDOM d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: WISDOM +2					ALLY — <input type="checkbox"/> 1					
CHARISMA d6 <input type="checkbox"/> +1					BLESSING 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7					
POWERS										
HAND SIZE 4 <input type="checkbox"/> 5										
PROFICIENT WITH Light Armors Heavy Armors Weapons										
When another character attempts any check, you may display any number of blessings and weapons; for each card displayed, add 1 (<input type="checkbox"/> 2) to the check. Return the displayed cards to your hand before you reset it (<input type="checkbox"/> and at the start of your turn).										
Instead of your first exploration on a turn, you may reveal a blessing or armor to choose a character at your location. Shuffle 1d4+1 (<input type="checkbox"/> +2) random cards from her discard pile into her deck, then discard the card you revealed.										

SKILLS		CARDS		FT: ARMOR	
STRENGTH	d12 <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 +1		SPELL	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
DEXTERITY	d4 <input type="checkbox"/> +1	ARMOR	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ITEM	1 <input type="checkbox"/> 2		
FORTITUDE: CONSTITUTION +3		ALLY	— <input type="checkbox"/> 1		
INTELLIGENCE	d4 <input type="checkbox"/> +1	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<h1>Shield of Gorum</h1>			
DIVINE: WISDOM +2					
CHARISMA	d6 <input type="checkbox"/> +1				
POWERS					
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6				
PROFICIENT WITH	Light Armors	Heavy Armors	Weapons		
When another character attempts any check, you may display any number of blessings and weapons; for each card displayed, add 1 (<input type="checkbox"/> 2) to the check. Return the displayed cards to your hand before you reset it (<input type="checkbox"/> and at the start of your turn).					
Instead of your first exploration on a turn, you may reveal a blessing or armor to choose a character at your location. Shuffle 1d4+1 (<input type="checkbox"/> +2) random cards from her discard pile into her deck, then discard the card you revealed.					
<input type="checkbox"/> When another character at your location is dealt damage, you may reveal an armor to reduce that damage by 1; you may instead discard that armor to reduce the damage by 2 (<input type="checkbox"/> 3) (<input type="checkbox"/> 4).					
<input type="checkbox"/> When you would bury an armor or weapon, you may discard (<input type="checkbox"/> or recharge) it instead.					
<input type="checkbox"/> Add 2 to your check to defeat a monster that has the Human trait.					
<input type="checkbox"/> When a character plays a blessing on your combat or Strength check, that character may recharge a random card from her discard pile; if the played card is Blessing of Gorum, the character may first recharge the blessing.					

Shield of Gorum