



# Alain

## Male Human Cavalier



Played by:  
PFS Number:



SKILLS	CARDS	FT: WEAPON
<b>STRENGTH</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +2	<b>WEAPON</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
<b>DEXTERITY</b> d4 <input type="checkbox"/> +1	<b>SPELL</b> —	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ARMOR</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1	<b>ITEM</b> 2 <input type="checkbox"/> 3	
<b>WISDOM</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +1	<b>ALLY</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>CHARISMA</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIPLOMACY: CHARISMA +3	<b>BLESSING</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
	<b>COHORT</b> DONAHAN	
POWERS		
<b>HAND SIZE</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b> Light Armors Heavy Armors Weapons		
You may discard a card to add 1 ( <input type="checkbox"/> 2) plus its adventure deck number to your check to defeat a non-villain monster. If undefeated, return it to the top of its location deck. Other characters may not play cards or use powers on this check.		
At the end of your turn, you may recharge any number of weapons ( <input type="checkbox"/> or allies or items).		

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SKILLS	CARDS	FT: WEAPON
<b>STRENGTH</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +2	<b>WEAPON</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
<b>DEXTERITY</b> d4 <input type="checkbox"/> +1	<b>SPELL</b> —	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ARMOR</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1	<b>ITEM</b> 2 <input type="checkbox"/> 3	
<b>WISDOM</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +1	<b>ALLY</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>CHARISMA</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIPLOMACY: CHARISMA +3	<b>BLESSING</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
	<b>COHORT</b> DONAHAN	
POWERS		
<b>HAND SIZE</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
<b>PROFICIENT WITH</b> Light Armors Heavy Armors Weapons		
You may discard a card to add 1 ( <input type="checkbox"/> 2) ( <input type="checkbox"/> 3) plus its adventure deck number to your check to defeat a non-villain monster. If undefeated, return it to the top ( <input type="checkbox"/> or under the top) of its location deck. Other characters may not play cards or use powers on this check.		
At the end of your turn, you may recharge any number of weapons ( <input type="checkbox"/> or allies or items).		
<input type="checkbox"/> When you play an ally to explore your location, you may add your Diplomacy skill and the Mental trait to your Melee checks ( <input type="checkbox"/> or checks to acquire items) during that exploration.		
<input type="checkbox"/> When another character at your location would encounter a monster ( <input type="checkbox"/> or a weapon), discard ( <input type="checkbox"/> or recharge) a card; you encounter it instead.		

# Glory Hound



Male Human Cavalier



Played by:

PFS Number:



Alain

Male Human Cavalier



Played by:

PFS Number:



SKILLS	CARDS	FT: WEAPON
<b>STRENGTH</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +2	<b>WEAPON</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
<b>DEXTERITY</b> d4 <input type="checkbox"/> +1	<b>SPELL</b> —	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ARMOR</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1	<b>ITEM</b> 2 <input type="checkbox"/> 3	
<b>WISDOM</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +1	<b>ALLY</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>CHARISMA</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIPLOMACY: CHARISMA +3	<b>BLESSING</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
	<b>COHORT</b> DONAHAN	
POWERS		
<b>HAND SIZE</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b> Light Armors Heavy Armors Weapons		
You may discard a card to add 1 ( <input type="checkbox"/> 2) plus its adventure deck number to your check to defeat a non-villain monster. If undefeated, return it to the top of its location deck. Other characters may not play cards or use powers on this check.		
At the end of your turn, you may recharge any number of weapons ( <input type="checkbox"/> or allies or items).		

SKILLS	CARDS	FT: WEAPON
<b>STRENGTH</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +2	<b>WEAPON</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
<b>DEXTERITY</b> d4 <input type="checkbox"/> +1	<b>SPELL</b> —	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ARMOR</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1	<b>ITEM</b> 2 <input type="checkbox"/> 3	
<b>WISDOM</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +1	<b>ALLY</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>CHARISMA</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIPLOMACY: CHARISMA +3	<b>BLESSING</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
	<b>COHORT</b> DONAHAN	
POWERS		
<b>HAND SIZE</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b> Light Armors Heavy Armors Weapons		
You may discard a card to add 1 ( <input type="checkbox"/> 2) plus its adventure deck number to your check to defeat a non-villain monster. If undefeated, return it to the top of its location deck. Other characters may not play cards or use powers on this check. ( <input type="checkbox"/> If defeated, recharge a random card from your discard pile.)		
At the end of your turn, you may recharge any number of weapons ( <input type="checkbox"/> or allies or items).		
<input type="checkbox"/> Recharge a weapon or an armor ( <input type="checkbox"/> or put it on top of your deck) to search your deck or discard pile for a card that has the Mount trait and add it to your hand.		
<input type="checkbox"/> When you would discard a weapon that has the Polearm or Spear trait for its power, recharge it instead ( <input type="checkbox"/> or shuffle it into your deck) ( <input type="checkbox"/> or put it on top of your deck).		
<input type="checkbox"/> On your turn, discard a card that has the Mount trait ( <input type="checkbox"/> or put it on the top of your deck) to move to another location and examine the top card of that location deck. If it is a monster, you may encounter it.		

Lancer





# Balazar

Male Gnome Summoner



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d6 □ +1	WEAPON	—
DEXTERITY	d6 □ +1 □ +2	SPELL	5 □ 6 □ 7 □ 8
CONSTITUTION	d6 □ +1 □ +2 □ +3	ARMOR	1 □ 2
INTELLIGENCE	d8 □ +1 □ +2 □ +3 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 □ 3 □ 4
WISDOM	d6 □ +1 □ +2	ALLY	3 □ 4 □ 5 □ 6
CHARISMA	d10 □ +1 □ +2 □ +3 □ +4 ARCANE: CHARISMA +2	BLESSING	4 □ 5
		COHORT	PADRIG
POWERS			
HAND SIZE	6 □ 7 □ 8		
PROFICIENT WITH	Light Armors		
After you play a spell that has the Attack trait, banish it.			
You may discard a spell to draw a random monster from the box.			
When you defeat a monster and would banish it, you may add it to your hand instead. You may banish a monster from your hand to draw a card (□ or add 1d4 to any check to defeat a barrier) (□ or to any check to acquire a weapon, an armor, or an item).			

# Balazar

Male Gnome Summoner



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d6 □ +1	WEAPON	—
DEXTERITY	d6 □ +1 □ +2	SPELL	5 □ 6 □ 7 □ 8
CONSTITUTION	d6 □ +1 □ +2 □ +3	ARMOR	1 □ 2
INTELLIGENCE	d8 □ +1 □ +2 □ +3 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 □ 3 □ 4
WISDOM	d6 □ +1 □ +2	ALLY	3 □ 4 □ 5 □ 6
CHARISMA	d10 □ +1 □ +2 □ +3 □ +4 ARCANE: CHARISMA +2	BLESSING	4 □ 5
		COHORT	PADRIG
POWERS			
HAND SIZE	6 □ 7 □ 8 □ 9		
PROFICIENT WITH	Light Armors		
After you play a spell that has the Attack trait, banish it.			
You may discard a spell to draw a random monster from the box.			
When you defeat a monster and would banish it, you may add it to your hand (□ and you may draw a card) instead. You may banish a monster from your hand to draw a card (□ or add 1d4 to any check to defeat a barrier) (□ or to any check to acquire a weapon, an armor, or an item) (□ or move after an encounter) (□ or reroll your failed combat check).			
□ While you are displaying a cohort that has the Eidolon trait, you may use your Strength skill instead of your Constitution or Fortitude (□ or Dexterity or Stealth) skill on your checks.			
□ When a character plays a blessing on your Strength check, you may add 1d12 instead of the normal die. (□ If the blessing has the Basic trait, it may be recharged instead of discarded.)			

## Eidolomancer



# Balazar

Male Gnome Summoner



Played by:

PFS Number:



SKILLS		CARDS		FT: SPELL	
STRENGTH	d6 <input type="checkbox"/> +1	WEAPON	—		
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2		
INTELLIGENCE	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
KNOWLEDGE: INTELLIGENCE +2		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
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 <input type="checkbox"/> +4	COHORT	PADRIG		
ARCANE: CHARISMA +2					
POWERS					
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8				
PROFICIENT WITH	Light Armors				
After you play a spell that has the Attack trait, banish it.					
You may discard a spell to draw a random monster from the box.					
When you defeat a monster and would banish it, you may add it to your hand instead. You may banish a monster from your hand to draw a card ( <input type="checkbox"/> or add 1d4 to any check to defeat a barrier) ( <input type="checkbox"/> or to any check to acquire a weapon, an armor, or an item).					

# Balazar

Male Gnome Summoner



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d6 □ +1	WEAPON	—
DEXTERITY	d6 □ +1 □ +2	SPELL	5 □ 6 □ 7 □ 8
CONSTITUTION	d6 □ +1 □ +2 □ +3	ARMOR	1 □ 2
INTELLIGENCE	d8 □ +1 □ +2 □ +3 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 □ 3 □ 4
WISDOM	d6 □ +1 □ +2	ALLY	3 □ 4 □ 5 □ 6
CHARISMA	d10 □ +1 □ +2 □ +3 □ +4 ARCANE: CHARISMA +2	BLESSING	4 □ 5
		COHORT	PADRIG

Tyrannomancer

POWERS	
HAND SIZE	6 □ 7 □ 8
PROFICIENT WITH	Light Armors
After you play a spell that has the Attack trait, banish it. (□ After you play a spell that does not have the Attack trait, you may draw a card.)	
You may discard (□ or recharge) a spell to draw a random monster from the box.	
When you defeat a monster and would banish it, you may add it to your hand (□ and you may shuffle a random monster from the box into your deck) instead. You may banish a monster from your hand (□ or discard pile) to draw a card (□ or add 1d4 to any check to defeat a barrier) (□ or to any check to acquire a weapon, an armor, or an item) (□ or reduce damage dealt to a character at your location by 3) (□ or add 1d6 to any combat check by a character at your location).	
□ Add 1d8 to any check by a character at your location against a summoned monster. (□ When you defeat a summoned monster, you may draw a random monster from the box.)	

# Tyrannomancer



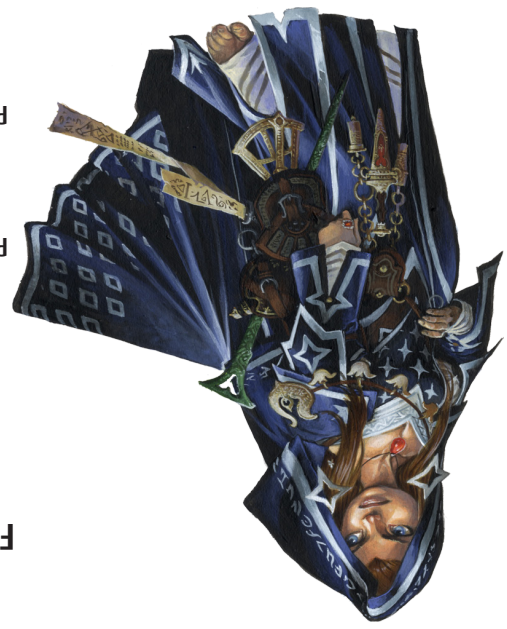


# Enora

Female Halfling Arcanist



Played by:  
PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d6 <input type="checkbox"/> +1	WEAPON	—
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9
CONSTITUTION	d4 <input type="checkbox"/> +1	ARMOR	—
INTELLIGENCE	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: INTELLIGENCE +1 CRAFT: INTELLIGENCE +1 KNOWLEDGE: INTELLIGENCE +3	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CHARISMA	d8 <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
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7		
When you attempt a check to acquire a spell ( <input type="checkbox"/> or an item), you may use your Knowledge skill in place of any listed skill.			
After you play a spell, you may recharge a random spell from your discard pile.			
Discard a spell to reduce Cold or Fire ( <input type="checkbox"/> or Acid, Electricity, or Force) damage dealt to you ( <input type="checkbox"/> or to any character at your location) to 0.			

# Enora

Female Halfling Arcanist



Played by:  
PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d6 <input type="checkbox"/> +1	WEAPON	—
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9
CONSTITUTION	d4 <input type="checkbox"/> +1	ARMOR	—
INTELLIGENCE	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: INTELLIGENCE +1 CRAFT: INTELLIGENCE +1 KNOWLEDGE: INTELLIGENCE +3	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CHARISMA	d8 <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
POWERS		Eldritch Savant	
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9		
When you attempt a check to acquire a spell ( <input type="checkbox"/> or an item), you may use your Knowledge skill in place of any listed skill.			
After you play a spell, you may recharge a random spell from your discard pile ( <input type="checkbox"/> or shuffle it into your deck).			
Discard ( <input type="checkbox"/> or recharge) a spell to reduce Cold or Fire ( <input type="checkbox"/> or Acid, Electricity, or Force) damage dealt to you ( <input type="checkbox"/> or to any character at your location) to 0.			
<input type="checkbox"/> You may discard a card to examine the top card of your deck ( <input type="checkbox"/> and you may recharge the examined card); if it is a spell, you may add it to your hand.			
<input type="checkbox"/> When you play a spell that has the Cold or Fire ( <input type="checkbox"/> or Acid, Electricity, or Force) traits, you may replace any one of those traits with another of those traits.			

## Eldritch Savant



# Enora

Female Halfling Arcanist



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d6 □ +1	WEAPON	—
DEXTERITY	d6 □ +1 □ +2	SPELL	6 □ 7 □ 8 □ 9
CONSTITUTION	d4 □ +1	ARMOR	—
INTELLIGENCE	d12 □ +1 □ +2 □ +3 □ +4 ARCANE: INTELLIGENCE +1 CRAFT: INTELLIGENCE +1 KNOWLEDGE: INTELLIGENCE +3	ITEM	3 □ 4 □ 5 □ 6
WISDOM	d6 □ +1 □ +2 □ +3	ALLY	2 □ 3 □ 4
CHARISMA	d8 □ +1 □ +2 □ +3 □ +4	BLESSING	4 □ 5 □ 6
POWERS			
HAND SIZE	6 □ 7		
When you attempt a check to acquire a spell (□ or an item), you may use your Knowledge skill in place of any listed skill.			
After you play a spell, you may recharge a random spell from your discard pile.			
Discard a spell to reduce Cold or Fire (□ or Acid, Electricity, or Force) damage dealt to you (□ or to any character at your location) to 0.			

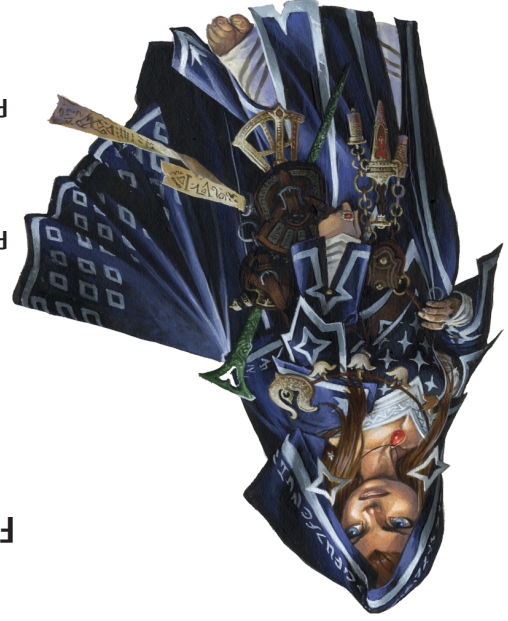
# Enora

Female Halfling Arcanist



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d6 □ +1	WEAPON	—
DEXTERITY	d6 □ +1 □ +2	SPELL	6 □ 7 □ 8 □ 9
CONSTITUTION	d4 □ +1	ARMOR	—
INTELLIGENCE	d12 □ +1 □ +2 □ +3 □ +4 ARCANE: INTELLIGENCE +1 CRAFT: INTELLIGENCE +1 KNOWLEDGE: INTELLIGENCE +3	ITEM	3 □ 4 □ 5 □ 6
WISDOM	d6 □ +1 □ +2 □ +3	ALLY	2 □ 3 □ 4
CHARISMA	d8 □ +1 □ +2 □ +3 □ +4	BLESSING	4 □ 5 □ 6
POWERS			
HAND SIZE	6 □ 7 □ 8		
When you attempt a check to acquire a spell (□ or an item) (□ or you attempt to defeat a barrier), you may use your Knowledge skill in place of any listed skill.			
After you play a spell, you may recharge a random spell from your discard pile.			
Discard a spell (□ or a boon that has the Book trait) to reduce Cold or Fire (□ or Acid, Electricity, or Force) damage dealt to you (□ or to any character at your location) to 0.			
□ You may reveal a boon that has the Book trait to add 1d4 (□ +1) (□ +2) to your check.			
□ At the start of your turn, you may recharge a boon that has the Book trait to examine the top 3 cards of your location deck, or recharge a spell to examine the top 3 cards of your deck. (□ Put them back in any order.)			

## Occularium Scholar





# Harsk

Male Dwarf Ranger



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +3    STEALTH: DEXTERITY +2	SPELL	— <input type="checkbox"/> 1
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	2 <input type="checkbox"/> 3
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +1 SURVIVAL: WISDOM +2	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CHARISMA	d4 <input type="checkbox"/> +1	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors                      Weapons		
You may evade a bane you encounter that has the Animal or Vermin ( <input type="checkbox"/> or Demon) trait; otherwise, add 1d4 ( <input type="checkbox"/> 2d4) to your checks against it.			
When you would bury or discard a weapon that has the Ranged trait for its power, you may recharge it instead.			

# Harsk

Male Dwarf Ranger



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +3    STEALTH: DEXTERITY +2	SPELL	— <input type="checkbox"/> 1
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	2 <input type="checkbox"/> 3
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +1 SURVIVAL: WISDOM +2	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CHARISMA	d4 <input type="checkbox"/> +1	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
POWERS		Demonslayer	
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH	Light Armors                      Weapons		
You may evade a bane you encounter that has the Animal or Vermin ( <input type="checkbox"/> or Demon) trait ( <input type="checkbox"/> and you may put it on top of its location deck); otherwise, add 1d4 ( <input type="checkbox"/> 2d4) ( <input type="checkbox"/> 2d6) to your checks against it.			
When you would bury or discard a weapon that has the Ranged trait for its power, you may recharge it instead.			
<input type="checkbox"/> When you attempt a Knowledge check against a monster, you may use your Survival skill instead of your Knowledge skill.			
<input type="checkbox"/> If you would fail a check against a bane that has the Demon trait, you may reroll 1 die; take the new result.			
<input type="checkbox"/> On the first exploration of your turn, if you defeat a bane that has the Demon trait, you may explore again.			
<input type="checkbox"/> You may recharge a card to add 1d4 ( <input type="checkbox"/> +1) to another character's check to defeat a bane that has the Demon trait.			

## Demonslayer



# Harsk

Male Dwarf Ranger



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +3    STEALTH: DEXTERITY +2	SPELL	— <input type="checkbox"/> 1
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	2 <input type="checkbox"/> 3
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +1 SURVIVAL: WISDOM +2	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CHARISMA	d4 <input type="checkbox"/> +1	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors                      Weapons		
You may evade a bane you encounter that has the Animal or Vermin ( <input type="checkbox"/> or Demon) trait; otherwise, add 1d4 ( <input type="checkbox"/> 2d4) to your checks against it.			
When you would bury or discard a weapon that has the Ranged trait for its power, you may recharge it instead.			

# Harsk

Male Dwarf Ranger



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +3    STEALTH: DEXTERITY +2	SPELL	— <input type="checkbox"/> 1
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	2 <input type="checkbox"/> 3
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +1 SURVIVAL: WISDOM +2	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CHARISMA	d4 <input type="checkbox"/> +1	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
POWERS		Abyssal Walker	
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors    Weapons		
You may evade a bane you encounter that has the Animal or Vermin ( <input type="checkbox"/> or Demon) trait; otherwise, add 1d4 ( <input type="checkbox"/> 2d4) to your checks against it.			
When you would bury or discard a weapon that has the Ranged trait for its power, you may recharge it instead.			
<input type="checkbox"/> At the start ( <input type="checkbox"/> or end) of your turn, you may examine the top card ( <input type="checkbox"/> or 2 cards) of your location deck ( <input type="checkbox"/> and you may move to a location that has the Abyssal trait).			
<input type="checkbox"/> When you close ( <input type="checkbox"/> or a character at your location closes) a location that has the Abyssal trait, you may acquire a boon from your location deck.			
<input type="checkbox"/> On your turn, if you are at a location that has the Abyssal trait, you may discard the top card of your deck ( <input type="checkbox"/> or a card from your hand) to ignore your location's At This Location power until the end of the turn.			

# Abyssal Walker





Female Half-Orc Inquisitor

Imriika



Played by:

PFS Number:



SKILLS	CARDS	FT: WEAPON OR BLESSING
<b>STRENGTH</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: STRENGTH +1	<b>WEAPON</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
<b>DEXTERITY</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>SPELL</b> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
<b>CONSTITUTION</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ARMOR</b> 1 <input type="checkbox"/> 2	
<b>INTELLIGENCE</b> d4 <input type="checkbox"/> +1	<b>ITEM</b> 2 <input type="checkbox"/> 3	
<b>WISDOM</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 KNOWLEDGE: WISDOM +2 DIVINE: WISDOM +1	<b>ALLY</b> 1 <input type="checkbox"/> 2	
<b>CHARISMA</b> d6 <input type="checkbox"/> +1	<b>BLESSING</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
POWERS		
<b>HAND SIZE</b> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b> Light Armors Weapons		
<input type="checkbox"/> You gain the skill PERCEPTION: WISDOM +2.		
You may recharge ( <input type="checkbox"/> or reveal) a card that has the Divine or Ranged trait to add 1d4 and the Divine and Magic traits to your check against a monster.		
When you defeat a monster on your turn, you may roll d6; on a ( <input type="checkbox"/> 3,) 4, 5, or 6, explore your location.		

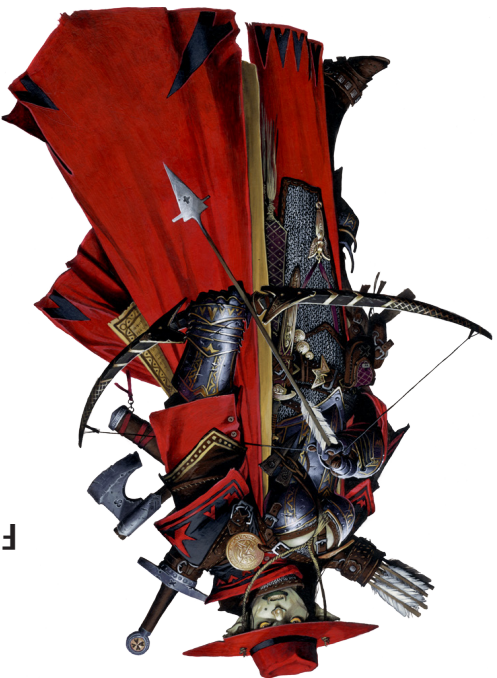
Female Half-Orc Inquisitor

Imriika



Played by:

PFS Number:



SKILLS	CARDS	FT: WEAPON OR BLESSING
<b>STRENGTH</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: STRENGTH +1	<b>WEAPON</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
<b>DEXTERITY</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>SPELL</b> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
<b>CONSTITUTION</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ARMOR</b> 1 <input type="checkbox"/> 2	
<b>INTELLIGENCE</b> d4 <input type="checkbox"/> +1	<b>ITEM</b> 2 <input type="checkbox"/> 3	
<b>WISDOM</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 KNOWLEDGE: WISDOM +2 DIVINE: WISDOM +1	<b>ALLY</b> 1 <input type="checkbox"/> 2	
<b>CHARISMA</b> d6 <input type="checkbox"/> +1	<b>BLESSING</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
POWERS		
<b>HAND SIZE</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
<b>PROFICIENT WITH</b> Light Armors Weapons		
<input type="checkbox"/> You gain the skill PERCEPTION: WISDOM +2.		
You may recharge ( <input type="checkbox"/> or reveal) a card that has the Divine or Ranged trait to add 1d4 and the Divine and Magic traits to your check against a monster.		
When you defeat a monster on your turn, you may roll d6; on a ( <input type="checkbox"/> 3,) 4, 5, or 6, explore your location ( <input type="checkbox"/> and before you explore, you may draw a card). ( <input type="checkbox"/> Add 1d4 to your checks during this exploration.)		
<input type="checkbox"/> Recharge a card that has the Ranged or Divine trait to add 1d4 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) to a combat check at another location.		
<input type="checkbox"/> When you play a non-Basic blessing that matches the top card of the blessings discard pile, you may shuffle the top card of the blessings discard pile into the blessings deck.		
<input type="checkbox"/> Add 2 to your check to acquire an ally or a blessing.		

Wandering Judge

# Imriika

Female Half-Orc Inquisitor



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON OR BLESSING
<b>STRENGTH</b>	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<b>WEAPON</b>	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
RANGED: STRENGTH +1		<b>SPELL</b>	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
<b>DEXTERITY</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ARMOR</b>	1 <input type="checkbox"/> 2
<b>CONSTITUTION</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b>	2 <input type="checkbox"/> 3
<b>INTELLIGENCE</b>	d4 <input type="checkbox"/> +1	<b>ALLY</b>	1 <input type="checkbox"/> 2
<b>WISDOM</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<b>BLESSING</b>	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
KNOWLEDGE: WISDOM +2			
DIVINE: WISDOM +1			
<b>CHARISMA</b>	d6 <input type="checkbox"/> +1		
POWERS			
<b>HAND SIZE</b>	5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b>	Light Armors                      Weapons		
<input type="checkbox"/> You gain the skill PERCEPTION: WISDOM +2.			
You may recharge ( <input type="checkbox"/> or reveal) a card that has the Divine or Ranged trait to add 1d4 and the Divine and Magic traits to your check against a monster.			
When you defeat a monster on your turn, you may roll d6; on a ( <input type="checkbox"/> 3,) 4, 5, or 6, explore your location.			

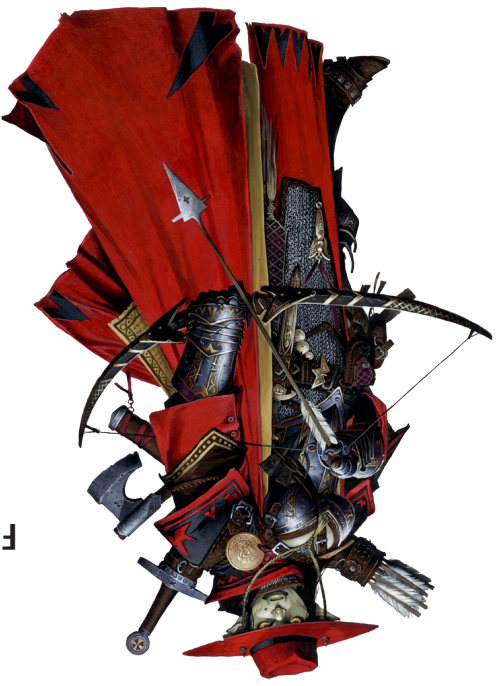
# Imriika

Female Half-Orc Inquisitor



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON OR BLESSING
<b>STRENGTH</b>	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<b>WEAPON</b>	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
RANGED: STRENGTH +1		<b>SPELL</b>	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
<b>DEXTERITY</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ARMOR</b>	1 <input type="checkbox"/> 2
<b>CONSTITUTION</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b>	2 <input type="checkbox"/> 3
<b>INTELLIGENCE</b>	d4 <input type="checkbox"/> +1	<b>ALLY</b>	1 <input type="checkbox"/> 2
<b>WISDOM</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<b>BLESSING</b>	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
KNOWLEDGE: WISDOM +2		<h1>Cold Iron Warden</h1>	
DIVINE: WISDOM +1			
<b>CHARISMA</b>	d6 <input type="checkbox"/> +1		
POWERS			
<b>HAND SIZE</b>	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
<b>PROFICIENT WITH</b>	Light Armors	Weapons	
<input type="checkbox"/> You gain the skill PERCEPTION: WISDOM +2.			
You may recharge ( <input type="checkbox"/> or reveal) a card that has the Divine or Ranged trait to add 1d4 and the Divine and Magic traits to your check against a monster. ( <input type="checkbox"/> If that monster has the Cultist trait, add another 1d8.)			
When you defeat a monster on your turn, ( <input type="checkbox"/> you may examine the top card of your location deck, and if it is not a monster, put it on the bottom of the location deck, then) you may roll d6; on a ( <input type="checkbox"/> 3,) 4, 5, or 6, explore your location.			
<input type="checkbox"/> When you attempt a Diplomacy check, you may use your Strength skill instead of your Diplomacy skill.			
<input type="checkbox"/> When you play a blessing that has the Basic trait on any check to defeat a bane, you may recharge it ( <input type="checkbox"/> or put it on top of your deck) instead of discarding it.			
<input type="checkbox"/> You may evade a barrier you encounter ( <input type="checkbox"/> and you may put it on the bottom of its location deck).			

## Cold Iron Warden



kyra

Female Human Cleric



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d6 □ +1	WEAPON 1 □ 2	
DEXTERITY	d4 □ +1	SPELL 5 □ 6 □ 7	
CONSTITUTION	d6 □ +1 □ +2 □ +3	ARMOR 1 □ 2	
INTELLIGENCE	d8 □ +1 □ +2 KNOWLEDGE: INTELLIGENCE +2	ITEM 1 □ 2	
WISDOM	d12 □ +1 □ +2 □ +3 □ +4 DIVINE: WISDOM +2	ALLY 2 □ 3 □ 4	
CHARISMA	d6 □ +1 □ +2 □ +3 □ +4 DIPLOMACY: CHARISMA +2	BLESSING 5 □ 6 □ 7 □ 8	
POWERS			
HAND SIZE	5 □ 6		
PROFICIENT WITH	Light Armors Heavy Armors □ Weapons		
For your check to defeat a bane that has the Demon or Undead trait, you may recharge a spell (□ or blessing) to use your Divine skill + 1d8 and add the Attack, Divine, and Magic traits.			
When you use the above power or play a blessing that does not have the Corrupted trait on another character's (□ or your) check to defeat, a character at your location may shuffle 1 random card from his discard pile into his deck after the check.			

kyra

Female Human Cleric



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d6 □ +1	WEAPON 1 □ 2	
DEXTERITY	d4 □ +1	SPELL 5 □ 6 □ 7	
CONSTITUTION	d6 □ +1 □ +2 □ +3	ARMOR 1 □ 2	
INTELLIGENCE	d8 □ +1 □ +2 KNOWLEDGE: INTELLIGENCE +2	ITEM 1 □ 2	
WISDOM	d12 □ +1 □ +2 □ +3 □ +4 DIVINE: WISDOM +2	ALLY 2 □ 3 □ 4	
CHARISMA	d6 □ +1 □ +2 □ +3 □ +4 DIPLOMACY: CHARISMA +2	BLESSING 5 □ 6 □ 7 □ 8	
POWERS			
HAND SIZE	5 □ 6		
PROFICIENT WITH	Light Armors Heavy Armors □ Weapons		
For your check to defeat a bane that has the Demon or Undead trait, you may recharge (□ or shuffle into your deck) a spell (□ or blessing) to use your Divine skill + 1d8 (□ 2d8) and add the Attack, Divine, and Magic traits. (□ You may add an additional 1d8 and the Fire trait.)			
When you use the above power or play a blessing that does not have the Corrupted trait on another character's (□ or your) check to defeat, a character at your location may shuffle 1 random card from his discard pile into his deck after the check.			
□ When you play a blessing on your check to defeat a bane that has the Demon or Undead trait, you may recharge that blessing.			
□ Add 1d4 (□ +2) to your check to recharge a card that has the Attack trait.			
□ When another character plays a Blessing of Sarenrae on your check, that character may recharge it (□ and a random card from his discard pile).			

Dawnflower's Flare

kyra

Female Human Cleric



Played by:  
PFS Number:



SKILLS		CARDS		FT: SPELL	
STRENGTH	d6 <input type="checkbox"/> +1	WEAPON	1 <input type="checkbox"/> 2		
DEXTERITY	d4 <input type="checkbox"/> +1	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2		
INTELLIGENCE	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	1 <input type="checkbox"/> 2		
KNOWLEDGE: INTELLIGENCE +2		ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
WISDOM	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
DIVINE: WISDOM +2					
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4				
DIPLOMACY: CHARISMA +2					
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6				
PROFICIENT WITH	Light Armors                      Heavy Armors <input type="checkbox"/> Weapons				
For your check to defeat a bane that has the Demon or Undead trait, you may recharge a spell ( <input type="checkbox"/> or blessing) to use your Divine skill + 1d8 and add the Attack, Divine, and Magic traits.					
When you use the above power or play a blessing that does not have the Corrupted trait on another character's ( <input type="checkbox"/> or your) check to defeat, a character at your location may shuffle 1 random card from his discard pile into his deck after the check.					

kyra

Female Human Cleric



Played by:  
PFS Number:



SKILLS		CARDS		FT: SPELL	
STRENGTH	d6 <input type="checkbox"/> +1	WEAPON	1 <input type="checkbox"/> 2		
DEXTERITY	d4 <input type="checkbox"/> +1	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2		
INTELLIGENCE	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	1 <input type="checkbox"/> 2		
KNOWLEDGE: INTELLIGENCE +2		ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
WISDOM	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
DIVINE: WISDOM +2					
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	Everlight's Grace			
DIPLOMACY: CHARISMA +2					
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7				
PROFICIENT WITH	Light Armors                      Heavy Armors <input type="checkbox"/> Weapons				
For your check to defeat a bane that has the Demon or Undead trait, you may recharge a spell ( <input type="checkbox"/> or blessing) to use your Divine skill + 1d8 ( <input type="checkbox"/> 2d6) and add the Attack, Divine, and Magic traits.					
When you use the above power or play a blessing that does not have the Corrupted trait on another character's ( <input type="checkbox"/> or your) check to defeat, a character at your location may shuffle 1 random card ( <input type="checkbox"/> of a type of your choice) from his discard pile into his deck after the check.					
<input type="checkbox"/> When you play a boon that has the Healing trait on a character, any armors ( <input type="checkbox"/> or allies) that would be shuffled into that character's deck may be put into that character's hand instead. ( <input type="checkbox"/> Then you may recharge the boon.)					
<input type="checkbox"/> When you ( <input type="checkbox"/> or a character at your location) would bury an armor for its power, that character may discard it instead.					

Everlight's Grace





Female Human Paladin

Seelah



Played by:  
PFS Number:



SKILLS		CARDS		FT: BLESSING	
<b>STRENGTH</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<b>WEAPON</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
MELEE: STRENGTH +3		<b>SPELL</b>	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3		
<b>DEXTERITY</b>	d4 <input type="checkbox"/> +1	<b>ARMOR</b>	3 <input type="checkbox"/> 4		
<b>CONSTITUTION</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b>	1		
FORTITUDE: CONSTITUTION +1		<b>ALLY</b>	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
<b>INTELLIGENCE</b>	d4 <input type="checkbox"/> +1	<b>BLESSING</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
<b>WISDOM</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>POWERS</b>			
DIVINE: WISDOM +1					
<b>CHARISMA</b>	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4				
DIPLOMACY: CHARISMA +1					
<b>HAND SIZE</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6				
<b>PROFICIENT WITH</b>	Light Armors    Heavy Armors    Weapons				
When you attempt a check before you act, you may use your Charisma skill instead of any listed skill.					
You may discard the top card of your deck to add 1d6 ( <input type="checkbox"/> +1) to any check by a character at your location. ( <input type="checkbox"/> If that character defeats a monster on that check, he may draw a card.)					
When you acquire a boon that has the Corrupted trait, bury it.					

Female Human Paladin

Seelah



Played by:  
PFS Number:



SKILLS		CARDS	FT: BLESSING
<b>STRENGTH</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<b>WEAPON</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
MELEE: STRENGTH +3		<b>SPELL</b>	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
<b>DEXTERITY</b>	d4 <input type="checkbox"/> +1	<b>ARMOR</b>	3 <input type="checkbox"/> 4
<b>CONSTITUTION</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b>	1
FORTITUDE: CONSTITUTION +1		<b>ALLY</b>	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
<b>INTELLIGENCE</b>	d4 <input type="checkbox"/> +1	<b>BLESSING</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
<b>WISDOM</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<h1>Inheritor's Blade</h1> <h2>POWERS</h2>	
DIVINE: WISDOM +1			
<b>CHARISMA</b>	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4		
DIPLOMACY: CHARISMA +1			
<b>HAND SIZE</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
<b>PROFICIENT WITH</b>	Light Armors    Heavy Armors    Weapons		
When you attempt a check before you act, you may use your Charisma skill instead of any listed skill.			
You may discard the top card of your deck to add 1d6 ( <input type="checkbox"/> +1) to any check by a character at your location. ( <input type="checkbox"/> If that character defeats a monster on that check, he may draw a card.) ( <input type="checkbox"/> If the top card has the Heavy Armor or Sword trait, recharge it instead of discarding it.)			
When you acquire a boon that has the Corrupted trait, bury it. ( <input type="checkbox"/> If it does not have that trait, you may give it to a character at your location.)			
<input type="checkbox"/> You may be dealt 1 Combat damage to reduce Combat ( <input type="checkbox"/> or any type of) damage dealt to a character at your location by 1 ( <input type="checkbox"/> 2) ( <input type="checkbox"/> 3).			
<input type="checkbox"/> When you play a blessing that has the lomedae trait, a character at your location may shuffle an ally in their discard pile into his deck.			

Inheritor's Blade





# Seelah

Female Human Paladin



Played by:  
PFS Number:



SKILLS		CARDS		FT: BLESSING	
<b>STRENGTH</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<b>WEAPON</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
MELEE: STRENGTH +3		<b>SPELL</b>	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3		
<b>DEXTERITY</b>	d4 <input type="checkbox"/> +1	<b>ARMOR</b>	3 <input type="checkbox"/> 4		
<b>CONSTITUTION</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b>	1		
FORTITUDE: CONSTITUTION +1		<b>ALLY</b>	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
<b>INTELLIGENCE</b>	d4 <input type="checkbox"/> +1	<b>BLESSING</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
<b>WISDOM</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>POWERS</b>			
DIVINE: WISDOM +1					
<b>CHARISMA</b>	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4				
DIPLOMACY: CHARISMA +1					
<b>HAND SIZE</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6				
<b>PROFICIENT WITH</b>	Light Armors    Heavy Armors    Weapons				
When you attempt a check before you act, you may use your Charisma skill instead of any listed skill.					
You may discard the top card of your deck to add 1d6 ( <input type="checkbox"/> +1) to any check by a character at your location. ( <input type="checkbox"/> If that character defeats a monster on that check, he may draw a card.)					
When you acquire a boon that has the Corrupted trait, bury it.					

# Seelah

Female Human Paladin



Played by:  
PFS Number:



SKILLS		CARDS		FT: BLESSING	
<b>STRENGTH</b>	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
MELEE: STRENGTH +3					
<b>DEXTERITY</b>	d4	<input type="checkbox"/> +1			
<b>CONSTITUTION</b>	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2		
FORTITUDE: CONSTITUTION +1					
<b>INTELLIGENCE</b>	d4	<input type="checkbox"/> +1			
<b>WISDOM</b>	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	
DIVINE: WISDOM +1					
<b>CHARISMA</b>	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
DIPLOMACY: CHARISMA +1					
<b>Wardstone Sentry</b>					
POWERS					
<b>HAND SIZE</b>	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6		
<b>PROFICIENT WITH</b>	Light Armors		Heavy Armors		Weapons
When you attempt a check before you act, you may use your Charisma skill ( <input type="checkbox"/> +2) ( <input type="checkbox"/> +4) instead of any listed skill.					
You may discard the top card of your deck to add 1d6 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) ( <input type="checkbox"/> +3) to any check by a character at your location. ( <input type="checkbox"/> If that character defeats a monster on that check, he may draw a card.)					
When you acquire a boon that has the Corrupted trait, bury it. ( <input type="checkbox"/> If it is your turn, you may then explore again.)					
<input type="checkbox"/> You may add 1d8 and the Magic trait to your check to defeat a bane that has the Demon ( <input type="checkbox"/> or Undead) trait.					
<input type="checkbox"/> When another character encounters a monster that has the Cultist or Demon trait, you may immediately move to his location.					

## Wardstone Sentry



# Adowyn

Female Human Hunter



Played by:

PFS Number:



SKILLS		CARDS		FT: ALLY	
STRENGTH	d6 <input type="checkbox"/> +1	WEAPON	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
DEXTERITY	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	SPELL	2 <input type="checkbox"/> 3		
	RANGED: DEXTERITY +1 STEALTH: DEXTERITY +2	ARMOR	1 <input type="checkbox"/> 2		
CONSTITUTION	d6 <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	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	BLESSING	4 <input type="checkbox"/> 5		
	DIVINE: WISDOM +1    SURVIVAL: WISDOM +3	COHORT	LERYN		
CHARISMA	d4 <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				
At the start of your turn, you may search your deck or discard pile for a cohort ( <input type="checkbox"/> or a card that has the Animal trait) and put it into your hand, then recharge a card.					
You may recharge a card to evade a summoned bane ( <input type="checkbox"/> or discard a card to allow another character to do so).					

# Adowyn

Female Human Hunter



Played by:

PFS Number:



SKILLS		CARDS	FT: ALLY
STRENGTH	d6 <input type="checkbox"/> +1	WEAPON	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
DEXTERITY	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	SPELL	2 <input type="checkbox"/> 3
RANGED: DEXTERITY +1		ARMOR	1 <input type="checkbox"/> 2
STEALTH: DEXTERITY +2		ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	COHORT	LERYN
DIVINE: WISDOM +1      SURVIVAL: WISDOM +3		<h1>Pack Leader</h1>	
CHARISMA	d4 <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		
At the start of your turn, you may search your deck or discard pile for a cohort ( <input type="checkbox"/> or a card that has the Animal trait) and put it into your hand, then recharge a card.			
You may recharge a card to evade a summoned bane ( <input type="checkbox"/> or discard a card to allow another character to do so).			
<input type="checkbox"/> Before you would discard an ally for its power, you may recharge a random card ( <input type="checkbox"/> or a random card that has the Animal trait) from your discard pile.			
<input type="checkbox"/> You may reveal a card that has the Animal trait to add 1d4 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) to your combat check ( <input type="checkbox"/> or your check).			
<input type="checkbox"/> You may recharge a card that has the Animal trait to reduce Combat damage dealt to you by 2, or bury ( <input type="checkbox"/> or discard) a card that has the Animal trait to reduce all damage dealt to you to 0.			

## Pack Leader





# Adowyn

Female Human Hunter



Played by:

PFS Number:



SKILLS		CARDS		FT: ALLY	
STRENGTH	d6	<input type="checkbox"/> +1		WEAPON	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
DEXTERITY	d12	<input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4		SPELL	2 <input type="checkbox"/> 3
RANGED: DEXTERITY +1				ARMOR	1 <input type="checkbox"/> 2
STEALTH: DEXTERITY +2				ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CONSTITUTION	d6	<input type="checkbox"/> +1 <input type="checkbox"/> +2		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
INTELLIGENCE	d6	<input type="checkbox"/> +1 <input type="checkbox"/> +2		BLESSING	4 <input type="checkbox"/> 5
WISDOM	d8	<input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4		COHORT	LERYN
DIVINE: WISDOM +1		SURVIVAL: WISDOM +3			
CHARISMA	d4	<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			
At the start of your turn, you may search your deck or discard pile for a cohort ( <input type="checkbox"/> or a card that has the Animal trait) and put it into your hand, then recharge a card.					
You may recharge a card to evade a summoned bane ( <input type="checkbox"/> or discard a card to allow another character to do so).					

# Adowyn

Female Human Hunter



Played by:

PFS Number:



SKILLS		CARDS		FT: ALLY	
STRENGTH	d6 □ +1	WEAPON	3 □ 4 □ 5 □ 6		
DEXTERITY	d12 □ +1 □ +2 □ +3 □ +4	SPELL	2 □ 3		
RANGED: DEXTERITY +1		ARMOR	1 □ 2		
STEALTH: DEXTERITY +2		ITEM	2 □ 3 □ 4		
CONSTITUTION	d6 □ +1 □ +2	ALLY	3 □ 4 □ 5		
INTELLIGENCE	d6 □ +1 □ +2	BLESSING	4 □ 5		
WISDOM	d8 □ +1 □ +2 □ +3 □ +4	COHORT	LERYN		
DIVINE: WISDOM +1					
SURVIVAL: WISDOM +3					
CHARISMA	d4 □ +1 □ +2				
POWERS					
HAND SIZE	5 □ 6 □ 7 □ 8				
PROFICIENT WITH	Light Armors	Weapons			
At the start of your turn, you may search your deck or discard pile for a cohort (□ or a card that has the Animal trait) (□ or a weapon) and put it into your hand, then recharge a card.					
You may recharge a card to evade a summoned bane (□ or discard a card to allow another character to do so).					
□ You may recharge a card to reduce damage dealt to you before you act to 1 (□ 0).					
□ You may shuffle a cohort into your deck to add your Stealth skill to your combat check.					
□ When you examine the top of a location deck, you may recharge a card to examine an additional card.					
□ Add 1d4 (□ 1d8) to your non-combat check if you are at a location that has the Abyssal trait.					

# Blight Scout







# Crowe

Male Human Bloodrager



Played by:

PFS Number:

SKILLS	CARDS	FT: WEAPON
<b>STRENGTH</b> d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +1	<b>WEAPON</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
<b>DEXTERITY</b> d6 <input type="checkbox"/> +1	<b>SPELL</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>CONSTITUTION</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 FORTITUDE: CONSTITUTION +2	<b>ARMOR</b> 2 <input type="checkbox"/> 3	
<b>INTELLIGENCE</b> d4 <input type="checkbox"/> +1	<b>ITEM</b> 2 <input type="checkbox"/> 3	
<b>WISDOM</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 SURVIVAL: WISDOM +3	<b>ALLY</b> — <input type="checkbox"/> 1 <input type="checkbox"/> 2	
<b>CHARISMA</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<b>BLESSING</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
POWERS		
<b>HAND SIZE</b> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b> Light Armors <input type="checkbox"/> Heavy Armors Weapons		
You may bury a card to add 1d10 ( <input type="checkbox"/> +1) and the Electricity or Force trait to your Strength, Melee, or Arcane check; if the check has the Attack trait, you may recharge the card instead.		
When you defeat a monster, you may move or put the bottom card of your deck on top of your deck, then end your turn.		
<input type="checkbox"/> You gain the skill ARCANES: CHARISMA +3.		

# Crowe

Male Human Bloodrager



Played by:

PFS Number:

SKILLS	CARDS	FT: WEAPON
<b>STRENGTH</b> d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +1	<b>WEAPON</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
<b>DEXTERITY</b> d6 <input type="checkbox"/> +1	<b>SPELL</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>CONSTITUTION</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 FORTITUDE: CONSTITUTION +2	<b>ARMOR</b> 2 <input type="checkbox"/> 3	
<b>INTELLIGENCE</b> d4 <input type="checkbox"/> +1	<b>ITEM</b> 2 <input type="checkbox"/> 3	
<b>WISDOM</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 SURVIVAL: WISDOM +3	<b>ALLY</b> — <input type="checkbox"/> 1 <input type="checkbox"/> 2	
<b>CHARISMA</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<b>BLESSING</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
POWERS		
<b>HAND SIZE</b> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b> Light Armors <input type="checkbox"/> Heavy Armors Weapons		
You may bury a card to add 1d10 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) ( <input type="checkbox"/> +3) and the Electricity or Force trait to your Strength, Melee, or Arcane check; if the check ( <input type="checkbox"/> or the card) has the Attack trait, you may recharge the card instead.		
When you defeat a monster, you may move or put the bottom card of your deck on top of your deck, then end your turn.		
<input type="checkbox"/> You gain the skill ARCANES: CHARISMA +3.		
<input type="checkbox"/> On your combat check, you may add 1d8, the Magic trait, and the Electricity or Force trait; if you do, after the check, each character at your location is dealt 2 damage of the chosen type.		
<input type="checkbox"/> Reduce damage dealt to you by the above power or before you act by 1 ( <input type="checkbox"/> 2).		
<input type="checkbox"/> When you discard a weapon that has the 2-Handed trait for its power, you may draw a card.		

# Mauler



# Crowe

Male Human Bloodrager



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
<b>STRENGTH</b>	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<b>WEAPON</b>	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
MELEE: STRENGTH +1		<b>SPELL</b>	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
<b>DEXTERITY</b>	d6 <input type="checkbox"/> +1	<b>ARMOR</b>	2 <input type="checkbox"/> 3
<b>CONSTITUTION</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ITEM</b>	2 <input type="checkbox"/> 3
FORTITUDE: CONSTITUTION +2		<b>ALLY</b>	— <input type="checkbox"/> 1 <input type="checkbox"/> 2
<b>INTELLIGENCE</b>	d4 <input type="checkbox"/> +1	<b>BLESSING</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
<b>WISDOM</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
SURVIVAL: WISDOM +3			
<b>CHARISMA</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4		
POWERS			
<b>HAND SIZE</b>	5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b>	Light Armors <input type="checkbox"/> Heavy Armors   Weapons		
You may bury a card to add 1d10 ( <input type="checkbox"/> +1) and the Electricity or Force trait to your Strength, Melee, or Arcane check; if the check has the Attack trait, you may recharge the card instead.			
When you defeat a monster, you may move or put the bottom card of your deck on top of your deck, then end your turn.			
<input type="checkbox"/> You gain the skill ARCANES: CHARISMA +3.			

# Crowe

Male Human Bloodrager



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
<b>STRENGTH</b>	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<b>WEAPON</b>	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
MELEE: STRENGTH +1		<b>SPELL</b>	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
<b>DEXTERITY</b>	d6 <input type="checkbox"/> +1	<b>ARMOR</b>	2 <input type="checkbox"/> 3
<b>CONSTITUTION</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ITEM</b>	2 <input type="checkbox"/> 3
FORTITUDE: CONSTITUTION +2		<b>ALLY</b>	— <input type="checkbox"/> 1 <input type="checkbox"/> 2
<b>INTELLIGENCE</b>	d4 <input type="checkbox"/> +1	<b>BLESSING</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
<b>WISDOM</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>Spellrager</b>	
SURVIVAL: WISDOM +3			
<b>CHARISMA</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4		
POWERS			
<b>HAND SIZE</b>	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
<b>PROFICIENT WITH</b>	Light Armors <input type="checkbox"/> Heavy Armors   Weapons		
You may bury a card to add 1d10 ( <input type="checkbox"/> +1) and the Electricity or Force trait to your Strength, Melee, or Arcane check; if the check has the Attack trait, you may recharge the card ( <input type="checkbox"/> or shuffle it into your deck) instead.			
When you defeat a monster ( <input type="checkbox"/> or acquire a spell), you may move or put the bottom card of your deck on top of your deck, then end your turn.			
<input type="checkbox"/> You gain the skill ARCANES: CHARISMA +3. ( <input type="checkbox"/> Add 1d6 to your check to recharge a spell.)			
<input type="checkbox"/> When you defeat a non-summoned henchman or villain, you may draw a random spell that has the Arcane and Attack traits from the box.			
<input type="checkbox"/> You may discard a boon that does not have the Attack trait to recharge a card from your discard pile that has the Attack trait ( <input type="checkbox"/> and draw a card).			



# Seoni!

Female Human Sorcerer



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d6 <input type="checkbox"/> +1	WEAPON	— <input type="checkbox"/> 1
DEXTERITY	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
CONSTITUTION	d6 <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	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
KNOWLEDGE: INTELLIGENCE +2		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
PERCEPTION: WISDOM +2			
CHARISMA	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4		
DIPLOMACY: CHARISMA +2			
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7		
Before your combat check, you may discard a card to draw a card that has the Arcane ( <input type="checkbox"/> or Magic) trait from your discard pile.			
You automatically succeed at your check to recharge a spell ( <input type="checkbox"/> or an item) that has the Attack trait.			
When you acquire an ally ( <input type="checkbox"/> or a spell), you may draw a card.			

# Seoni!

Female Human Sorcerer



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d6 <input type="checkbox"/> +1	WEAPON	— <input type="checkbox"/> 1
DEXTERITY	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
CONSTITUTION	d6 <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 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 PERCEPTION: WISDOM +2	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 DIPLOMACY: CHARISMA +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	Element Master	
For your power feat, you may check any 1 of the traits below. That trait applies in any power that uses the word "mastered": <input type="checkbox"/> Acid <input type="checkbox"/> Cold <input type="checkbox"/> Electricity <input type="checkbox"/> Fire			
<input type="checkbox"/> You may add 1 mastered trait to your check.			
Before your combat check, you may discard a card to draw a card that has the Arcane ( <input type="checkbox"/> or Magic) or mastered trait from your discard pile.			
You automatically succeed at your check to recharge a spell ( <input type="checkbox"/> or an item) that has the Attack or mastered trait.			
When you acquire a card that has a mastered trait or an ally ( <input type="checkbox"/> or a spell), you may draw a card.			
<input type="checkbox"/> Add 4 to your check that has a mastered trait.			
Reduce damage of a mastered type dealt to you by 2 ( <input type="checkbox"/> 4).			

## Element Master





# Seoni

Female Human Sorcerer



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d6 <input type="checkbox"/> +1	WEAPON	— <input type="checkbox"/> 1
DEXTERITY	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
CONSTITUTION	d6 <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	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
KNOWLEDGE: INTELLIGENCE +2		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
PERCEPTION: WISDOM +2			
CHARISMA	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4		
DIPLOMACY: CHARISMA +2			
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7		
Before your combat check, you may discard a card to draw a card that has the Arcane ( <input type="checkbox"/> or Magic) trait from your discard pile.			
You automatically succeed at your check to recharge a spell ( <input type="checkbox"/> or an item) that has the Attack trait.			
When you acquire an ally ( <input type="checkbox"/> or a spell), you may draw a card.			

# Seoni

Female Human Sorcerer



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d6 <input type="checkbox"/> +1	WEAPON	— <input type="checkbox"/> 1
DEXTERITY	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
CONSTITUTION	d6 <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 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 PERCEPTION: WISDOM +2	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 DIPLOMACY: CHARISMA +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
Corruptor			
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7		
PROFICIENT WITH	<input type="checkbox"/> Light Armors		
Before your combat check, you may discard a card to draw a card that has the Arcane ( <input type="checkbox"/> or Magic) ( <input type="checkbox"/> or Corrupted) from your discard pile.			
You automatically succeed at your check to recharge a spell ( <input type="checkbox"/> or an item) that has the Attack trait.			
When you acquire an ally ( <input type="checkbox"/> or a spell) ( <input type="checkbox"/> or a card that has the Corrupted trait), you may draw a card.			
<input type="checkbox"/> You may treat a card in your hand that has the Corrupted trait as if it has the same powers as the top ( <input type="checkbox"/> or any) card in the blessings discard pile. This counts as playing a blessing.			
<input type="checkbox"/> After the first exploration of your turn, you may examine the top card ( <input type="checkbox"/> and bottom card) of your location deck. ( <input type="checkbox"/> You may encounter 1 such card that has the Arcane or Corrupted trait.)			

## Corruptor







# Shardra

Female Dwarf Shaman



Played by:  
PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1
DEXTERITY	d4 <input type="checkbox"/> +1	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
FORTITUDE: CONSTITUTION +2		ITEM	2 <input type="checkbox"/> 3
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	2 <input type="checkbox"/> 3
WISDOM	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
DIVINE: WISDOM +3		COHORT	KOLO
KNOWLEDGE: WISDOM +2			
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6		
PROFICIENT WITH	Light Armors <input type="checkbox"/> Heavy Armors		
When a character at your location would fail a check to defeat a bane, you may recharge a spell to allow that character to reroll the dice; that character takes the new result.			
When you succeed at a Knowledge check, you may examine the top card ( <input type="checkbox"/> or 2 cards) of your ( <input type="checkbox"/> or any) location deck.			

# Shardra

Female Dwarf Shaman



Played by:  
PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1
DEXTERITY	d4 <input type="checkbox"/> +1	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 FORTITUDE: CONSTITUTION +2	ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3
WISDOM	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: WISDOM +3 KNOWLEDGE: WISDOM +2	ALLY	2 <input type="checkbox"/> 3
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
		COHORT	KOLO
POWERS		Visionary	
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors <input type="checkbox"/> Heavy Armors		
When a character at your location would fail a check to defeat a bane, you may recharge a spell to allow that character to reroll the dice; that character takes the new result.			
When you succeed at a Knowledge check, you may examine the top card ( <input type="checkbox"/> or 2 cards) of your ( <input type="checkbox"/> or any) location deck. ( <input type="checkbox"/> If an examined card is a boon, you may exchange it for a random card of that type from the box without looking at it and put it on top of the location deck.)			
<input type="checkbox"/> When you attempt a check to defeat a barrier ( <input type="checkbox"/> or close a location), you may use your Knowledge skill instead of the listed skill. ( <input type="checkbox"/> Characters gain this power while at your location.)			
<input type="checkbox"/> Characters may gain the skill KNOWLEDGE: WISDOM +2 ( <input type="checkbox"/> or FORTITUDE: CONSTITUTION +2) ( <input type="checkbox"/> or DIVINE: WISDOM +3) while at your location.			

## Visionary



# Shardra

Female Dwarf Shaman



Played by:

PFS Number:



SKILLS		CARDS		FT: SPELL
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1	
DEXTERITY	d4 <input type="checkbox"/> +1	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 FORTITUDE: CONSTITUTION +2	ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3	
WISDOM	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: WISDOM +3 KNOWLEDGE: WISDOM +2	ALLY	2 <input type="checkbox"/> 3	
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
		COHORT	KOLO	
POWERS				
HAND SIZE	5 <input type="checkbox"/> 6			
PROFICIENT WITH	Light Armors <input type="checkbox"/> Heavy Armors			
When a character at your location would fail a check to defeat a bane, you may recharge a spell to allow that character to reroll the dice; that character takes the new result.				
When you succeed at a Knowledge check, you may examine the top card ( <input type="checkbox"/> or 2 cards) of your ( <input type="checkbox"/> or any) location deck.				

# Shardra

Female Dwarf Shaman



Played by:

PFS Number:



SKILLS		CARDS		FT: SPELL
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1	
DEXTERITY	d4 <input type="checkbox"/> +1	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 FORTITUDE: CONSTITUTION +2	ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3	
WISDOM	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: WISDOM +3 KNOWLEDGE: WISDOM +2	ALLY	2 <input type="checkbox"/> 3	
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
		COHORT	KOLO	
POWERS				
HAND SIZE	5 <input type="checkbox"/> 6			
PROFICIENT WITH	Light Armors <input type="checkbox"/> Heavy Armors <input type="checkbox"/> Weapons			
When a character at your location would fail a check to defeat a bane, you may recharge a spell to allow that character to reroll the dice; that character takes the new result.				
When you succeed at a Knowledge check, you may examine the top card ( <input type="checkbox"/> or 2 cards) of your ( <input type="checkbox"/> or any) location deck.				
<input type="checkbox"/> You gain the skill ARCANES: WISDOM +1.				
<input type="checkbox"/> Discard a card to add 1d6 ( <input type="checkbox"/> +2) ( <input type="checkbox"/> +4) and the Mental trait to your combat check to defeat a monster.				
<input type="checkbox"/> When you defeat a bane, you may recharge a spell from your discard pile ( <input type="checkbox"/> and draw a card).				
<input type="checkbox"/> When you play a blessing on a check to defeat a monster by another character at your location, add d12 instead of the normal die.				

## Spirit Guide



# Arueshalae

Female Outsider  
Succubus Spy



Played by:

PFS Number:

SKILLS		CARDS		FT: BLESSING	
STRENGTH	d6 <input type="checkbox"/> +1	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 +2    DISABLE: DEXTERITY +2	SPELL	— <input type="checkbox"/> 1		
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2		
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
WISDOM	d4 <input type="checkbox"/> +1	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
CHARISMA	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIPLOMACY: CHARISMA +3 KNOWLEDGE: CHARISMA +1	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
		COHORT	ARUESHALAE'S GIFT		
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6				
PROFICIENT WITH	Light Armors                      Weapons				
Electricity, Fire, and Poison damage dealt to you is reduced by 3 ( <input type="checkbox"/> 5).					
You may evade your encounter ( <input type="checkbox"/> then if it is your turn, you may move).					
When the cohort Arueshalae's Gift is displayed next to a character's deck, add 1d4 ( <input type="checkbox"/> +1) to his checks that use a marked skill. At the start of your turn, you may add Arueshalae's Gift to your hand.					

# Arueshalae

Female Outsider  
Succubus Spy



Played by:

PFS Number:

SKILLS		CARDS	FT: BLESSING
STRENGTH	d6 <input type="checkbox"/> +1	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 +2    DISABLE: DEXTERITY +2	SPELL	— <input type="checkbox"/> 1
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d4 <input type="checkbox"/> +1	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CHARISMA	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIPLOMACY: CHARISMA +3 KNOWLEDGE: CHARISMA +1	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
		COHORT	ARUESHALAE'S GIFT
Fallen			
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors                      Weapons		
Electricity, Fire, and Poison damage dealt to you is reduced by 3 ( <input type="checkbox"/> 5).			
You may evade your encounter ( <input type="checkbox"/> then if it is your turn, you may move).			
When the cohort Arueshalae's Gift is displayed next to a character's deck, add 1d4 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) to his checks that use a marked skill. At the start of your turn, you may add Arueshalae's Gift to your hand.			
<input type="checkbox"/> When you defeat a monster, you may recharge ( <input type="checkbox"/> or reveal) a card that has the Corrupted trait to recharge a random card from your discard pile.			
<input type="checkbox"/> When another character fails a check to acquire an ally, you may discard ( <input type="checkbox"/> or recharge) a card to automatically acquire that ally.			
<input type="checkbox"/> When you play a card, you may ignore the Corrupted trait on any card ( <input type="checkbox"/> and you may treat the top card of the blessings discard pile as if it has the Corrupted trait).			

## Fallen

# Arueshalae

Female Outsider  
Succubus Spy



Played by:

PFS Number:

SKILLS		CARDS		FT: BLESSING	
STRENGTH	d6 <input type="checkbox"/> +1	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 +2    DISABLE: DEXTERITY +2	SPELL	— <input type="checkbox"/> 1		
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2		
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
WISDOM	d4 <input type="checkbox"/> +1	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
CHARISMA	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIPLOMACY: CHARISMA +3 KNOWLEDGE: CHARISMA +1	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
		COHORT	ARUESHALAE'S GIFT		
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6				
PROFICIENT WITH	Light Armors                      Weapons				
Electricity, Fire, and Poison damage dealt to you is reduced by 3 ( <input type="checkbox"/> 5).					
You may evade your encounter ( <input type="checkbox"/> then if it is your turn, you may move).					
When the cohort Arueshalae's Gift is displayed next to a character's deck, add 1d4 ( <input type="checkbox"/> +1) to his checks that use a marked skill. At the start of your turn, you may add Arueshalae's Gift to your hand.					

# Arueshalae

Female Outsider  
Succubus Spy



Played by:

PFS Number:

SKILLS		CARDS	FT: BLESSING
STRENGTH	d6 <input type="checkbox"/> +1	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 +2    DISABLE: DEXTERITY +2	SPELL	— <input type="checkbox"/> 1
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d4 <input type="checkbox"/> +1	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CHARISMA	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIPLOMACY: CHARISMA +3 KNOWLEDGE: CHARISMA +1	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
		COHORT	ARUESHALAE'S GIFT

Redeemed

POWERS
HAND SIZE

Redeemed