

Cogsnap

Male Gnome Alchemist



Played by:

PFS Number:



Cogsnap

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SKILLS	CARDS	FT: ITEM
STRENGTH d6 □+1 □+2 □+3	WEAPON 2 □ 3	
DEXTERITY d8 □+1 □+2 □+3 DISABLE: DEXTERITY +3 RANGED: DEXTERITY +1	SPELL 1 □ 2	
CONSTITUTION d6 □+1 □+2	ARMOR 1 □ 2 □ 3	
INTELLIGENCE d10 □+1 □+2 □+3 ARCANE: INTELLIGENCE +1 CRAFT: INTELLIGENCE +2	ITEM 5 □ 6 □ 7 □ 8	
WISDOM d6 □+1 □+2	ALLY 3 □ 4	
CHARISMA d6 □+1 □+2	BLESSING 3 □ 4 □ 5	
POWERS		
HAND SIZE 6 □ 7 □ 8		
PROFICIENT WITH Light Armors Weapons		
When you would banish a card that has the Alchemical trait for its power, you may (□ discard it or) banish another card that has the Alchemical or Liquid trait instead.		
Add 1d6 to your Ranged combat check that has the Alchemical trait.		
After you defeat a monster, you may discard (□ or recharge) a card to draw an item that has the Alchemical or Liquid trait from the box.		

SKILLS	CARDS	FT: ITEM
STRENGTH d6 □+1 □+2 □+3	WEAPON 2 □ 3	
DEXTERITY d8 □+1 □+2 □+3 DISABLE: DEXTERITY +3 RANGED: DEXTERITY +1	SPELL 1 □ 2	
CONSTITUTION d6 □+1 □+2	ARMOR 1 □ 2 □ 3	
INTELLIGENCE d10 □+1 □+2 □+3 ARCANE: INTELLIGENCE +1 CRAFT: INTELLIGENCE +2	ITEM 5 □ 6 □ 7 □ 8	
WISDOM d6 □+1 □+2	ALLY 3 □ 4	
CHARISMA d6 □+1 □+2	BLESSING 3 □ 4 □ 5	
POWERS		
HAND SIZE 6 □ 7 □ 8		
PROFICIENT WITH Light Armors Weapons		
When you would banish a card that has the Alchemical trait for its power, you may (□ discard it or) banish another card that has the Alchemical or Liquid trait instead.		
Add 1d6 to your Ranged combat check that has the Alchemical trait (□ or your check against a card that has the Automaton, Construct, or Trap trait).		
After you defeat a monster, you may discard (□ or recharge) a card to draw an item that has the Alchemical or Liquid trait from the box. (□ If the defeated monster has the Construct trait, or if you defeat a barrier that has the Lock or Trap trait, you may draw a (□ non-Basic) item instead.)		
□ You may recharge a card to add 1d6 to your check (□ or to a check by a character at your location) against a card that has the Automaton, Construct, or Trap trait (□ or any barrier) and ignore its immunities.		
□ When you would discard (□ or bury) a boon that has the Automaton or Tool trait, you may recharge it instead.		

Bodger



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SKILLS	CARDS	FT: ITEM
STRENGTH d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON 2 <input type="checkbox"/> 3	
DEXTERITY d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DISABLE: DEXTERITY +3 RANGED: DEXTERITY +1	SPELL 1 <input type="checkbox"/> 2	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
INTELLIGENCE d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 ARCANE: INTELLIGENCE +1 CRAFT: INTELLIGENCE +2	ITEM 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
WISDOM d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY 3 <input type="checkbox"/> 4	
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH Light Armors Weapons		
When you would banish a card that has the Alchemical trait for its power, you may (<input type="checkbox"/> discard it or) banish another card that has the Alchemical or Liquid trait instead.		
Add 1d6 to your Ranged combat check that has the Alchemical trait.		
After you defeat a monster, you may discard (<input type="checkbox"/> or recharge) a card to draw an item that has the Alchemical or Liquid trait from the box.		

SKILLS	CARDS	FT: ITEM
STRENGTH d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON 2 <input type="checkbox"/> 3	
DEXTERITY d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DISABLE: DEXTERITY +3 RANGED: DEXTERITY +1	SPELL 1 <input type="checkbox"/> 2	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
INTELLIGENCE d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 ARCANE: INTELLIGENCE +1 CRAFT: INTELLIGENCE +2	ITEM 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
WISDOM d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY 3 <input type="checkbox"/> 4	
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH Light Armors Weapons		
When you would banish a card that has the Alchemical trait for its power, you may (<input type="checkbox"/> discard it or) (<input type="checkbox"/> recharge it or) banish another card that has the Alchemical or Liquid trait instead.		
Add 1d6 (<input type="checkbox"/> +2) to your Ranged combat check that has the Alchemical trait.		
After you defeat a monster, you may discard (<input type="checkbox"/> or recharge) a card to draw an item that has the Alchemical or Liquid trait from the box (<input type="checkbox"/> or you may draw 2 and return 1 to the box).		
<input type="checkbox"/> On (<input type="checkbox"/> your combat check or) your Ranged combat check, you may discard any number of items that have the Alchemical trait (<input type="checkbox"/> or any items); for each item discarded, add 1d6 and the item's traits to the check.		
<input type="checkbox"/> The first item (<input type="checkbox"/> or any item) you play that has the Alchemical or Liquid trait does not count against the number of items you can play on a check or step.		

Bloodbomber



Daniel

Male Elf Alchemist



Played by:

PFS Number:



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Male Elf Alchemist



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PFS Number:



SKILLS	CARDS	FT: WEAPON
STRENGTH d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON 4 <input type="checkbox"/> 5	
DEXTERITY d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DISABLE: DEXTERITY +1	SPELL 3 <input type="checkbox"/> 4	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
INTELLIGENCE d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 CRAFT: INTELLIGENCE +3	ITEM 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
WISDOM d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 PERCEPTION: WISDOM +2	ALLY — <input type="checkbox"/> 1	
CHARISMA d4 <input type="checkbox"/> +1	BLESSING 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors Weapons		
You may not play spells that have the Attack trait.		
When you would banish a card that has the Alchemical trait or a spell for its power, you may recharge it instead.		
You may discard a card that has the Alchemical trait (<input type="checkbox"/> or any 2 cards) to add your Intelligence skill to your Dexterity combat check (<input type="checkbox"/> or to your Strength, Dexterity, or Constitution non-combat check).		

SKILLS	CARDS	FT: WEAPON
STRENGTH d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON 4 <input type="checkbox"/> 5	
DEXTERITY d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DISABLE: DEXTERITY +1	SPELL 3 <input type="checkbox"/> 4	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
INTELLIGENCE d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 CRAFT: INTELLIGENCE +3	ITEM 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
WISDOM d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 PERCEPTION: WISDOM +2	ALLY — <input type="checkbox"/> 1	
CHARISMA d4 <input type="checkbox"/> +1	BLESSING 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors Weapons		
You may not play spells that have the Attack trait.		
When you would banish a card that has the Alchemical trait or a spell for its power, you may recharge it (<input type="checkbox"/> or shuffle it into your deck) instead.		
You may discard a card that has the Alchemical trait (<input type="checkbox"/> or any 2 cards) to add your Intelligence skill (<input type="checkbox"/> +2) to your Dexterity combat check (<input type="checkbox"/> or to your Strength, Dexterity, or Constitution non-combat check) (<input type="checkbox"/> or your Strength check when you do not play a weapon).		
<input type="checkbox"/> When you defeat a barrier that has the Obstacle trait (<input type="checkbox"/> or any barrier), you may explore again.		
<input type="checkbox"/> At the end of your turn, you may recharge a random card (<input type="checkbox"/> or any card) from your discard pile (<input type="checkbox"/> or your buried cards).		

Miscibility Master



Daniel

Male Elf Alchemist



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Male Elf Alchemist



Played by:

PFS Number:



SKILLS	CARDS	FT: WEAPON
STRENGTH d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON 4 <input type="checkbox"/> 5	
DEXTERITY d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DISABLE: DEXTERITY +1	SPELL 3 <input type="checkbox"/> 4	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
INTELLIGENCE d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 CRAFT: INTELLIGENCE +3	ITEM 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
WISDOM d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 PERCEPTION: WISDOM +2	ALLY — <input type="checkbox"/> 1	
CHARISMA d4 <input type="checkbox"/> +1	BLESSING 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors Weapons		
You may not play spells that have the Attack trait.		
When you would banish a card that has the Alchemical trait or a spell for its power, you may recharge it instead.		
You may discard a card that has the Alchemical trait (<input type="checkbox"/> or any 2 cards) to add your Intelligence skill to your Dexterity combat check (<input type="checkbox"/> or to your Strength, Dexterity, or Constitution non-combat check).		

SKILLS	CARDS	FT: WEAPON
STRENGTH d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON 4 <input type="checkbox"/> 5	
DEXTERITY d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DISABLE: DEXTERITY +1	SPELL 3 <input type="checkbox"/> 4	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
INTELLIGENCE d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 CRAFT: INTELLIGENCE +3	ITEM 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
WISDOM d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 PERCEPTION: WISDOM +2	ALLY — <input type="checkbox"/> 1	
CHARISMA d4 <input type="checkbox"/> +1	BLESSING 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors Weapons		
You may not play spells that have the Attack trait (<input type="checkbox"/> unless you discard a card that has the Alchemical trait).		
When you would banish (<input type="checkbox"/> or discard) a card that has the Alchemical trait or a spell for its power, you may recharge it (<input type="checkbox"/> or shuffle it into your deck) instead.		
You may discard a card that has the Alchemical trait (<input type="checkbox"/> or any 2 cards) to add your Intelligence skill to your Dexterity combat check (<input type="checkbox"/> or to your Strength, Dexterity, or Constitution non-combat check).		
<input type="checkbox"/> You may bury (<input type="checkbox"/> or discard) a card that has the Alchemical trait to add your Dexterity skill (<input type="checkbox"/> +2) to your Intelligence (<input type="checkbox"/> or Wisdom or Charisma) check. (<input type="checkbox"/> Then you may draw a card.)		

Mindchemist

Mother Myrtle

Female Human Alchemist



Played by:

PFS Number:



Mother Myrtle

Female Human Alchemist



Played by:

PFS Number:



SKILLS	CARDS	FT: SPELL
STRENGTH d4 □+1	WEAPON — □ 1	
DEXTERITY d4 □+1 □+2	SPELL 3 □ 4 □ 5	
CONSTITUTION d8 □+1 □+2 FORTITUDE: CONSTITUTION +1	ARMOR 1 □ 2	
INTELLIGENCE d8 □+1 □+2 □+3 KNOWLEDGE: INTELLIGENCE +2	ITEM 5 □ 6 □ 7	
WISDOM d12 □+1 □+2 □+3 □+4 CRAFT: WISDOM +2 SURVIVAL: WISDOM +2	ALLY 4 □ 5 □ 6	
CHARISMA d6 □+1 □+2 □+3	BLESSING 2 □ 3 □ 4	
POWERS		
HAND SIZE 6 □ 7		
PROFICIENT WITH Light Armors		
You may use your Wisdom skill for your Arcane (□ or Divine) check.		
When you would banish (□ or discard) a boon that has the Alchemical, Arcane, Divine, or Liquid trait for its power, you may instead attempt a Knowledge check with a difficulty of 7 plus the card's adventure deck number. If you succeed, recharge it (□ or shuffle it into your deck); if you fail, discard it.		

SKILLS	CARDS	FT: SPELL
STRENGTH d4 □+1	WEAPON — □ 1	
DEXTERITY d4 □+1 □+2	SPELL 3 □ 4 □ 5	
CONSTITUTION d8 □+1 □+2 FORTITUDE: CONSTITUTION +1	ARMOR 1 □ 2	
INTELLIGENCE d8 □+1 □+2 □+3 KNOWLEDGE: INTELLIGENCE +2	ITEM 5 □ 6 □ 7	
WISDOM d12 □+1 □+2 □+3 □+4 CRAFT: WISDOM +2 SURVIVAL: WISDOM +2	ALLY 4 □ 5 □ 6	
CHARISMA d6 □+1 □+2 □+3	BLESSING 2 □ 3 □ 4	
POWERS		
HAND SIZE 6 □ 7		
PROFICIENT WITH Light Armors		
You may use your Wisdom skill for your Arcane (□ or Divine) check.		
When you would banish (□ or discard) a boon that has the Alchemical, Arcane, Divine, or Liquid trait for its power, you may instead attempt a Knowledge check with a difficulty of 7 plus the card's adventure deck number. If you succeed, recharge it (□ or shuffle it into your deck); if you fail, discard it.		
□ You may recharge a card to add 1d4 (□ 1d6) to a Wisdom (□ or Knowledge) check by a character at your location (□ or add 2d4 to his check against a card that has the Animal, Aquatic, Plant, or Vermin trait).		
□ At the start of your turn, you may display an ally that does not list Diplomacy in its check to acquire. During your turn, you may recharge a card to draw one of those allies (□ or to give one of them to another character at your location).		
□ You may play an additional ally on your check (□ or any check).		

Preservationist

Mother Myrtle

Female Human Alchemist



Played by:

PFS Number:



Mother Myrtle

Female Human Alchemist



Played by:

PFS Number:



SKILLS	CARDS	FT: SPELL
STRENGTH d4 <input type="checkbox"/> +1	WEAPON — <input type="checkbox"/> 1	
DEXTERITY d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +1	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 KNOWLEDGE: INTELLIGENCE +2	ITEM 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
WISDOM d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 CRAFT: WISDOM +2 SURVIVAL: WISDOM +2	ALLY 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors		
You may use your Wisdom skill for your Arcane (<input type="checkbox"/> or Divine) check.		
When you would banish (<input type="checkbox"/> or discard) a boon that has the Alchemical, Arcane, Divine, or Liquid trait for its power, you may instead attempt a Knowledge check with a difficulty of 7 plus the card's adventure deck number. If you succeed, recharge it (<input type="checkbox"/> or shuffle it into your deck); if you fail, discard it.		

SKILLS	CARDS	FT: SPELL
STRENGTH d4 <input type="checkbox"/> +1	WEAPON — <input type="checkbox"/> 1	
DEXTERITY d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +1	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 KNOWLEDGE: INTELLIGENCE +2	ITEM 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
WISDOM d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 CRAFT: WISDOM +2 SURVIVAL: WISDOM +2	ALLY 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH Light Armors		
You may use your Wisdom skill for your Arcane (<input type="checkbox"/> or Divine) check.		
When you would banish (<input type="checkbox"/> or discard) a boon that has the Alchemical, Arcane, Divine, or Liquid trait for its power, you may instead attempt a Knowledge check with a difficulty of 7 (<input type="checkbox"/> 5) plus the card's adventure deck number. If you succeed, recharge it (<input type="checkbox"/> or shuffle it into your deck); if you fail, discard it.		
<input type="checkbox"/> You may recharge a card to add 1d4 to a Wisdom check by a character at your location (<input type="checkbox"/> or add 2d4 to his check against a card that has the Animal, Aquatic, Plant, or Vermin trait) (<input type="checkbox"/> or the Outsider or Undead trait).		
<input type="checkbox"/> When a character at your location defeats a monster, you may draw an ally (<input type="checkbox"/> or a spell or an item) from your discard pile (<input type="checkbox"/> or search your deck for a card of that type and draw it).		

Reanimator



WEAPONS

- | | | |
|--|-------------------------------------|-----------------------------------|
| ___ Akllys (B)^B | ___ Poisoned Sand Tube (B) | ___ Flame Cannon (4) |
| ___ Blowgun (B)^B | ___ Sling Staff (B) | ___ Galvanic Kopsis +2 (5) |
| ___ Corrosive Dagger +1 (B) | ___ Fire Lance (1) | ___ Sling Staff +2 (6) |
| ___ Dagger (B)^B | ___ Galvanic Chakram +1 (1) | _____ |
| ___ Dart (B)^B | ___ Javelin of Lightning (2) | _____ |
| ___ Hand Crossbow (B)^B | ___ Flask Thrower (3) | _____ |

SPELLS

- | | | |
|--|-------------------------------|--------------------------------|
| ___ Bloodscent (B) | ___ Stone Skin (1) | ___ Restoration (4) |
| ___ Brilliance (B)^B | ___ Heat Metal (2) | ___ Death's Touch (5) |
| ___ Cure (B)^B x2 | ___ Paralyze (2) | ___ Dragon's Breath (5) |
| ___ Lightning Touch (B)^B | ___ Lightning Bolt (3) | ___ Lab Accident (6) |
| ___ Viper Strike (B)^B | ___ Major Cure (3) | _____ |
| ___ Corrosion (1) | ___ Cape of Wasps (4) | _____ |

ARMORS

- | | | |
|---|------------------------------------|------------------------------|
| ___ Crocodile Skin Armor (B)^B | ___ Alchemist's Suit (2) | ___ Parade Armor (5) |
| ___ Tussah Silk Coat (B)^B | ___ Bone Lamellar (2) | ___ Horn Lamellar (6) |
| ___ Alchemist's Shield (1) | ___ Steel Ibis Lamellar (3) | _____ |
| ___ Laboratory Coat (1) | ___ Brass Sentinel (4) | _____ |

ITEMS

- | | | |
|--|--|----------------------------------|
| ___ Acid Flask (B)^B | ___ Canteen (1) | ___ Twitch Tonic (3) |
| ___ Alchemist's Fire (B)^B x2 | ___ Embalming Fluid (1) | ___ Alkali Flask (4) |
| ___ Bladeguard (B)^B | ___ Smoked Glass Goggles (1) | ___ Potion of Heroism (4) |
| ___ Flash Freeze (B)^B | ___ Kohl of Uncanny Discernment (2) | ___ Sunrod (4) |
| ___ Noxious Bomb (B)^B | ___ Liquid Ice (2) | ___ Bottled Lightning (5) |
| ___ Potion of Energy Resistance (B) | ___ Potion of Focus (2) | ___ Chest of Keeping (5) |
| ___ Potion of Healing (B) | ___ Potion of Restoration (2) | ___ Fuse Grenade (6) |
| ___ Potion of Nightvision (B) | ___ Deliquescent Gloves (3) | ___ Tears of Death (6) |
| ___ Alchemist's Kit (1) | ___ Liquid Persuasion (3) | _____ |
| ___ Burglar's Bracers (1) | ___ Spellbottle (3) | _____ |

ALLIES

- | | | |
|--|--|--------------------------------------|
| ___ Anesthetizing Slime (B)^B | ___ Archer (1) | ___ Scribe (3) |
| ___ Clockwork Butterfly (B)^B | ___ Clockwork Servant (1) | ___ Clockwork Owl (4) |
| ___ Clockwork Spy (B)^B | ___ Stained Glass Elemental (1) | ___ Crystalline Carnivore (4) |
| ___ Embalmer (B)^B | ___ Apprentice (2) | ___ Clockwork Librarian (5) |
| ___ Giant Slug (B) | ___ Flensing Jelly (2) | ___ Clockwork Dragonling (6) |
| ___ Researcher (B)^B | ___ Deathtrap in a Jar (3) | _____ |

BLESSINGS

- | | | |
|--|-------------------------------------|--------------------------------------|
| ___ Blessing of the Elements (B)^B x4 | ___ Blessing of Pharamsa (1) | ___ Blessing of Norgorber (5) |
| ___ Blessing of Erastil (B) | ___ Blessing of Pharamsa (2) | ___ Blessing of Ptah (6) |
| ___ Blessing of Nethys (1) | ___ Blessing of Isis (3) | _____ |
| | ___ Blessing of Osiris (4) | _____ |

WEAPONS

- | | | |
|--|-------------------------------------|-----------------------------------|
| ___ Akllys (B)^B | ___ Poisoned Sand Tube (B) | ___ Flame Cannon (4) |
| ___ Blowgun (B)^B | ___ Sling Staff (B) | ___ Galvanic Kopsis +2 (5) |
| ___ Corrosive Dagger +1 (B) | ___ Fire Lance (1) | ___ Sling Staff +2 (6) |
| ___ Dagger (B)^B | ___ Galvanic Chakram +1 (1) | _____ |
| ___ Dart (B)^B | ___ Javelin of Lightning (2) | _____ |
| ___ Hand Crossbow (B)^B | ___ Flask Thrower (3) | _____ |

SPELLS

- | | | |
|--|-------------------------------|--------------------------------|
| ___ Bloodscent (B) | ___ Stone Skin (1) | ___ Restoration (4) |
| ___ Brilliance (B)^B | ___ Heat Metal (2) | ___ Death's Touch (5) |
| ___ Cure (B)^B x2 | ___ Paralyze (2) | ___ Dragon's Breath (5) |
| ___ Lightning Touch (B)^B | ___ Lightning Bolt (3) | ___ Lab Accident (6) |
| ___ Viper Strike (B)^B | ___ Major Cure (3) | _____ |
| ___ Corrosion (1) | ___ Cape of Wasps (4) | _____ |

ARMORS

- | | | |
|---|------------------------------------|------------------------------|
| ___ Crocodile Skin Armor (B)^B | ___ Alchemist's Suit (2) | ___ Parade Armor (5) |
| ___ Tussah Silk Coat (B)^B | ___ Bone Lamellar (2) | ___ Horn Lamellar (6) |
| ___ Alchemist's Shield (1) | ___ Steel Ibis Lamellar (3) | _____ |
| ___ Laboratory Coat (1) | ___ Brass Sentinel (4) | _____ |

ITEMS

- | | | |
|--|--|----------------------------------|
| ___ Acid Flask (B)^B | ___ Canteen (1) | ___ Twitch Tonic (3) |
| ___ Alchemist's Fire (B)^B x2 | ___ Embalming Fluid (1) | ___ Alkali Flask (4) |
| ___ Bladeguard (B)^B | ___ Smoked Glass Goggles (1) | ___ Potion of Heroism (4) |
| ___ Flash Freeze (B)^B | ___ Kohl of Uncanny Discernment (2) | ___ Sunrod (4) |
| ___ Noxious Bomb (B)^B | ___ Liquid Ice (2) | ___ Bottled Lightning (5) |
| ___ Potion of Energy Resistance (B) | ___ Potion of Focus (2) | ___ Chest of Keeping (5) |
| ___ Potion of Healing (B) | ___ Potion of Restoration (2) | ___ Fuse Grenade (6) |
| ___ Potion of Nightvision (B) | ___ Deliquescent Gloves (3) | ___ Tears of Death (6) |
| ___ Alchemist's Kit (1) | ___ Liquid Persuasion (3) | _____ |
| ___ Burglar's Bracers (1) | ___ Spellbottle (3) | _____ |

ALLIES

- | | | |
|--|--|--------------------------------------|
| ___ Anesthetizing Slime (B)^B | ___ Archer (1) | ___ Scribe (3) |
| ___ Clockwork Butterfly (B)^B | ___ Clockwork Servant (1) | ___ Clockwork Owl (4) |
| ___ Clockwork Spy (B)^B | ___ Stained Glass Elemental (1) | ___ Crystalline Carnivore (4) |
| ___ Embalmer (B)^B | ___ Apprentice (2) | ___ Clockwork Librarian (5) |
| ___ Giant Slug (B) | ___ Flensing Jelly (2) | ___ Clockwork Dragonling (6) |
| ___ Researcher (B)^B | ___ Deathtrap in a Jar (3) | _____ |

BLESSINGS

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|--|-------------------------------------|--------------------------------------|
| ___ Blessing of the Elements (B)^B x4 | ___ Blessing of Pharamsa (1) | ___ Blessing of Norgorber (5) |
| ___ Blessing of Erastil (B) | ___ Blessing of Pharamsa (2) | ___ Blessing of Ptah (6) |
| ___ Blessing of Nethys (1) | ___ Blessing of Isis (3) | _____ |
| | ___ Blessing of Osiris (4) | _____ |