



# Flenta

## Female Halfing Fighter



Played by:

PFS Number:



# Flenta

## Female Halfing Fighter



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PFS Number:



SKILLS					CARDS		FT: WEAPON OR SPELL		
STRENGTH	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4	WEAPON	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
MELEE: STRENGTH +2						SPELL	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
DEXTERITY	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2			ARMOR	1	<input type="checkbox"/> 2	
ACROBATICS: DEXTERITY +2						ITEM	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
CONSTITUTION	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3		ALLY	1	<input type="checkbox"/> 2	<input type="checkbox"/> 3
INTELLIGENCE	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3		BLESSING	3	<input type="checkbox"/> 4	
KNOWLEDGE: INTELLIGENCE +2									
WISDOM	d6	<input type="checkbox"/> +1							
CHARISMA	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2						
POWERS									
HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7						
PROFICIENT WITH	Light Armors	<input type="checkbox"/> Heavy Armors	Weapons						
After you play a spell that has the Arcane trait for its power, draw a random spell from the box that does not have an adventure deck number and has the Arcane trait and recharge it.									
When you would discard a weapon for its power, you may recharge it instead.									
<input type="checkbox"/> For your combat check that has the Attack trait, you may use the skill ARCANE: INTELLIGENCE +2.									

SKILLS					CARDS	FT: WEAPON OR SPELL				
<b>STRENGTH</b>		d10	<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 +2							<b>SPELL</b>	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
<b>DEXTERITY</b>		d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2			<b>ARMOR</b>	1	<input type="checkbox"/> 2	
ACROBATICS: DEXTERITY +2							<b>ITEM</b>	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
<b>CONSTITUTION</b>		d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3		<b>ALLY</b>	1	<input type="checkbox"/> 2	<input type="checkbox"/> 3
<b>INTELLIGENCE</b>		d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3		<b>BLESSING</b>	3	<input type="checkbox"/> 4	
KNOWLEDGE: INTELLIGENCE +2							<h1>Arcane Pretender</h1>			
<b>WISDOM</b>		d6	<input type="checkbox"/> +1							
<b>CHARISMA</b>		d6	<input type="checkbox"/> +1 <input type="checkbox"/> +2							
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		
After you play a spell that has the Arcane trait for its power, draw a random spell from the box that does not have an adventure deck number and has the Arcane trait and recharge it.										
When you would discard a weapon for its power, you may recharge it instead.										
<input type="checkbox"/> For your combat check that has the Attack trait, you may use the skill ARCANE: INTELLIGENCE +2.										
<input type="checkbox"/> After you reset your hand, you may discard 1 weapon or spell from your hand then draw 1 weapon from your discard pile.										
<input type="checkbox"/> You may recharge a spell ( <input type="checkbox"/> or an item that has the Magic trait) to add 1 plus its adventure deck number, if any, to your combat ( <input type="checkbox"/> or non-combat) check.										
<input type="checkbox"/> You automatically succeed at your check to recharge ( <input type="checkbox"/> or acquire) an item that has the Magic trait.										
<input type="checkbox"/> When you play a blessing to add to an Intelligence check, you may add a d12 instead of the normal die.										

## Arcane Pretender



# Flenta

## Female Halfing Fighter



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SKILLS		CARDS		FT: WEAPON OR SPELL	
<b>STRENGTH</b>	d10 <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 +2		<b>SPELL</b>	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
<b>DEXTERITY</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ARMOR</b>	1 <input type="checkbox"/> 2		
ACROBATICS: DEXTERITY +2		<b>ITEM</b>	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
<b>CONSTITUTION</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ALLY</b>	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3		
<b>INTELLIGENCE</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>BLESSING</b>	3 <input type="checkbox"/> 4		
KNOWLEDGE: INTELLIGENCE +2					
<b>WISDOM</b>	d6 <input type="checkbox"/> +1				
<b>CHARISMA</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
POWERS					
<b>HAND SIZE</b>	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7				
<b>PROFICIENT WITH</b>	Light Armors <input type="checkbox"/> Heavy Armors    Weapons				
After you play a spell that has the Arcane trait for its power, draw a random spell from the box that does not have an adventure deck number and has the Arcane trait and recharge it.					
When you would discard a weapon for its power, you may recharge it instead.					
<input type="checkbox"/> For your combat check that has the Attack trait, you may use the skill ARCANE: INTELLIGENCE +2.					

# Flenta

## Female Halfing Fighter



Played by:  
PFS Number:



SKILLS		CARDS	FT: WEAPON OR SPELL
<b>STRENGTH</b>	d10 <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 +2		<b>SPELL</b>	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
<b>DEXTERITY</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ARMOR</b>	1 <input type="checkbox"/> 2
ACROBATICS: DEXTERITY +2		<b>ITEM</b>	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
<b>CONSTITUTION</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ALLY</b>	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
<b>INTELLIGENCE</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>BLESSING</b>	3 <input type="checkbox"/> 4
KNOWLEDGE: INTELLIGENCE +2		<h1>Martial Adept</h1>	
<b>WISDOM</b>	d6 <input type="checkbox"/> +1		
<b>CHARISMA</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
POWERS			
<b>HAND SIZE</b>	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
<b>PROFICIENT WITH</b>	Light Armors <input type="checkbox"/> Heavy Armors                      Weapons		
After you play a spell that has the Arcane trait for its power, draw a random spell from the box that does not have an adventure deck number and has the Arcane trait and recharge it.			
When you would discard a weapon for its power, you may recharge it ( <input type="checkbox"/> or shuffle it into your deck) instead.			
<input type="checkbox"/> For your combat check that has the Attack trait, you may use the skill ARCANE: INTELLIGENCE +2.			
<input type="checkbox"/> Add 1d4 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) to a combat check by a character at your location.			
<input type="checkbox"/> Add 2 ( <input type="checkbox"/> 4) to your check to recharge ( <input type="checkbox"/> or acquire) a boon that has the Magic trait.			
<input type="checkbox"/> When you play a blessing to add to a Strength check, you may add a d12 instead of the normal die.			

## Martial Adept



# Tontelizi!

Male Gnome Fighter



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
<b>STRENGTH</b>	d8 <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 <input type="checkbox"/> 8
MELEE: STRENGTH +3		<b>SPELL</b>	—
<b>DEXTERITY</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ARMOR</b>	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
<b>CONSTITUTION</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<b>ITEM</b>	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
<b>INTELLIGENCE</b>	d4 <input type="checkbox"/> +1	<b>ALLY</b>	2 <input type="checkbox"/> 3
<b>WISDOM</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>BLESSING</b>	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
SURVIVAL: WISDOM +1			
<b>CHARISMA</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
DIPLOMACY: CHARISMA +2			
POWERS			
<b>HAND SIZE</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b>	Light Armors                      Heavy Armors                      Weapons		
Add 1d4 ( <input type="checkbox"/> +1) to a combat check by another character at your location.			
When you would discard a weapon that has the Polearm trait for its power, you may recharge it instead ( <input type="checkbox"/> and add 1 die to your check).			

# Tontelizi!

Male Gnome Fighter



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
<b>STRENGTH</b>	d8 <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 <input type="checkbox"/> 8
MELEE: STRENGTH +3		<b>SPELL</b>	—
<b>DEXTERITY</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ARMOR</b>	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
<b>CONSTITUTION</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<b>ITEM</b>	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
<b>INTELLIGENCE</b>	d4 <input type="checkbox"/> +1	<b>ALLY</b>	2 <input type="checkbox"/> 3
<b>WISDOM</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>BLESSING</b>	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
SURVIVAL: WISDOM +1		<h1>Halberdier</h1>	
<b>CHARISMA</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
DIPLOMACY: CHARISMA +2			
POWERS			
<b>HAND SIZE</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b>	Light Armors   Heavy Armors   Weapons		
Add 1d4 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) to a combat check by another character at your location.			
When you would discard a weapon that has the Polearm trait for its power, you may recharge it instead ( <input type="checkbox"/> and add 1 die to your check).			
<input type="checkbox"/> You may recharge a weapon to add 1d4 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) to a combat check by a character at another location.			
<input type="checkbox"/> If a power allows you to reroll dice on your check, you may add 1d4 ( <input type="checkbox"/> 2d4) to the new result.			
<input type="checkbox"/> Reduce Combat damage dealt to ( <input type="checkbox"/> you or) another character at your location by 1.			



# Tontelizi!

Male Gnome Fighter



Played by:

PFS Number:



SKILLS		CARDS		FT: WEAPON	
<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>	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2		
<b>CONSTITUTION</b>	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
<b>INTELLIGENCE</b>	d4	<input type="checkbox"/> +1			
<b>WISDOM</b>	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2		
SURVIVAL: WISDOM +1					
<b>CHARISMA</b>	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2		
DIPLOMACY: CHARISMA +2					
POWERS					
<b>HAND SIZE</b>	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6		
<b>PROFICIENT WITH</b>	Light Armors	Heavy Armors	Weapons		
Add 1d4 ( <input type="checkbox"/> +1) to a combat check by another character at your location.					
When you would discard a weapon that has the Polearm trait for its power, you may recharge it instead ( <input type="checkbox"/> and add 1 die to your check).					

# Tontelizi!

Male Gnome Fighter



Played by:

PFS Number:



SKILLS		CARDS		FT: WEAPON	
<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>	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2		
<b>CONSTITUTION</b>	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
<b>INTELLIGENCE</b>	d4	<input type="checkbox"/> +1			
<b>WISDOM</b>	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2		
SURVIVAL: WISDOM +1					
<b>CHARISMA</b>	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2		
DIPLOMACY: CHARISMA +2					
<div>Legbreaker</div>					
POWERS					
<b>HAND SIZE</b>	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6		
<b>PROFICIENT WITH</b>	Light Armors	Heavy Armors	Weapons		
Add 1d4 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) to a combat check by another character at your location.					
When you would discard a weapon that has the Polearm trait for its power, you may recharge it instead ( <input type="checkbox"/> and add 1 die to your check).					
<input type="checkbox"/> When you defeat a monster, you may recharge an ally from your discard pile; if the ally has an adventure deck number, it must be lower than that of the current scenario.					
<input type="checkbox"/> When you would fail a check to acquire an ally, you may bury a card to succeed.					
<input type="checkbox"/> At the start of your turn, you may bury ( <input type="checkbox"/> or discard) an ally to draw 3 cards.					
<input type="checkbox"/> You may discard an ally to add 1 die to your check to defeat a monster ( <input type="checkbox"/> or barrier) ( <input type="checkbox"/> or to close a location).					

## Legbreaker





# Valeros

Male Human Fighter



Played by:

PFS Number:



SKILLS					CARDS	FT: WEAPON OR ALLY				
<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	<input type="checkbox"/> 8
MELEE: STRENGTH +3						<b>SPELL</b>	—			
<b>DEXTERITY</b>	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2			<b>ARMOR</b>	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	
<b>CONSTITUTION</b>	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3		<b>ITEM</b>	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	
FORTITUDE: CONSTITUTION +1						<b>ALLY</b>	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	
<b>INTELLIGENCE</b>	d6	<input type="checkbox"/> +1				<b>BLESSING</b>	3	<input type="checkbox"/> 4		
<b>WISDOM</b>	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2							
<b>CHARISMA</b>	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3						
DIPLOMACY: CHARISMA +3										
POWERS										
<b>HAND SIZE</b>	4		<input type="checkbox"/> 5							
<b>PROFICIENT WITH</b>	Light Armors		Heavy Armors		Weapons					
Reveal an ally from your hand to add 1d6 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) to a combat check by another character at your location.										
When you would discard a weapon for its power, you may recharge it ( <input type="checkbox"/> or shuffle it into your deck) instead.										

# Valeros

Male Human Fighter



Played by:

PFS Number:



SKILLS					CARDS	FT: WEAPON OR ALLY				
<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	<input type="checkbox"/> 8
MELEE: STRENGTH +3						<b>SPELL</b>	—			
<b>DEXTERITY</b>	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2				<b>ARMOR</b>	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4
<b>CONSTITUTION</b>	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3			<b>ITEM</b>	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4
FORTITUDE: CONSTITUTION +1						<b>ALLY</b>	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	
<b>INTELLIGENCE</b>	d6	<input type="checkbox"/> +1				<b>BLESSING</b>	3	<input type="checkbox"/> 4		
<b>WISDOM</b>	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2				<div>Daredevil</div>			
<b>CHARISMA</b>	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3						
DIPLOMACY: CHARISMA +3										
POWERS										
<b>HAND SIZE</b>	4		<input type="checkbox"/> 5	<input type="checkbox"/> 6						
<b>PROFICIENT WITH</b>	Light Armors		Heavy Armors		Weapons					
Reveal an ally from your hand to add 1d6 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) ( <input type="checkbox"/> +3) to a combat check by another character at your location.										
When you would discard a weapon ( <input type="checkbox"/> or armor) for its power, you may recharge it ( <input type="checkbox"/> or shuffle it into your deck) instead.										
<input type="checkbox"/> When another character at your location is dealt damage, you may reduce that damage by 1 ( <input type="checkbox"/> 2).										
<input type="checkbox"/> When another character at your location encounters a monster, you may bury a card. That character evades the monster; you encounter it instead.										
<input type="checkbox"/> When you play Blessing of Cayden Cailean, you may add a d12 in place of the normal die ( <input type="checkbox"/> and you may recharge the blessing instead of discarding it).										

## Daredevil



# Valeros

Male Human Fighter



Played by:

PFS Number:



SKILLS	CARDS	FT: WEAPON OR ALLY
<b>STRENGTH</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +3	<b>WEAPON</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
<b>DEXTERITY</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>SPELL</b> —	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 FORTITUDE: CONSTITUTION +1	<b>ARMOR</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1	<b>ITEM</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>WISDOM</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<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 DIPLOMACY: CHARISMA +3	<b>BLESSING</b> 3 <input type="checkbox"/> 4	
POWERS		
<b>HAND SIZE</b> 4 <input type="checkbox"/> 5		
<b>PROFICIENT WITH</b> Light Armors Heavy Armors Weapons		
Reveal an ally from your hand to add 1d6 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) to a combat check by another character at your location.		
When you would discard a weapon for its power, you may recharge it ( <input type="checkbox"/> or shuffle it into your deck) instead.		

# Valeros

Male Human Fighter



Played by:

PFS Number:



SKILLS	CARDS	FT: WEAPON OR ALLY
<b>STRENGTH</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +3	<b>WEAPON</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
<b>DEXTERITY</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>SPELL</b> —	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 FORTITUDE: CONSTITUTION +1	<b>ARMOR</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1	<b>ITEM</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>WISDOM</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<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 DIPLOMACY: CHARISMA +3	<b>BLESSING</b> 3 <input type="checkbox"/> 4	
POWERS		
<b>HAND SIZE</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b> Light Armors Heavy Armors Weapons		
Reveal an ally from your hand to add 1d6 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) ( <input type="checkbox"/> +3) to a combat check by another character at your location.		
When you would discard a weapon for its power, you may recharge it ( <input type="checkbox"/> or shuffle it into your deck) instead.		
<input type="checkbox"/> You may discard a weapon ( <input type="checkbox"/> or armor) to recharge a random ally from your discard pile.		
<input type="checkbox"/> Before you are dealt damage, you may display 1 ( <input type="checkbox"/> 2) ( <input type="checkbox"/> any number of) allies; after you are dealt damage, return them to your hand.		
<input type="checkbox"/> After you banish an ally, bury a random ally from the box.		

## Liberator



Played by:

PFS Number:

Female Half-Elf Fighter

Vika



Played by:

PFS Number:

Female Half-Elf Fighter

Vika



SKILLS		CARDS		FT: WEAPON	
<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 <input type="checkbox"/> 8		
CRAFT: STRENGTH +1		<b>SPELL</b>	— <input type="checkbox"/> 1		
<b>DEXTERITY</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ARMOR</b>	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
DISABLE: DEXTERITY +2		<b>ITEM</b>	3 <input type="checkbox"/> 4		
<b>CONSTITUTION</b>	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<b>ALLY</b>	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
FORTITUDE: CONSTITUTION +1		<b>BLESSING</b>	3 <input type="checkbox"/> 4		
<b>INTELLIGENCE</b>	d4 <input type="checkbox"/> +1				
<b>WISDOM</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3				
<b>CHARISMA</b>	d4 <input type="checkbox"/> +1				
POWERS					
<b>HAND SIZE</b>	4 <input type="checkbox"/> 5				
<b>PROFICIENT WITH</b>	Light Armors	Heavy Armors	Weapons		
Recharge a card that has the Bludgeoning trait to add 1d6 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) to a combat check by another character at your location.					
When you would discard a weapon ( <input type="checkbox"/> or armor) for its power, you may recharge it instead.					

SKILLS		CARDS	FT: WEAPON
<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 <input type="checkbox"/> 8
CRAFT: STRENGTH +1      MELEE: STRENGTH +2		<b>SPELL</b>	— <input type="checkbox"/> 1
<b>DEXTERITY</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ARMOR</b>	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
DISABLE: DEXTERITY +2		<b>ITEM</b>	3 <input type="checkbox"/> 4
<b>CONSTITUTION</b>	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<b>ALLY</b>	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
FORTITUDE: CONSTITUTION +1		<b>BLESSING</b>	3 <input type="checkbox"/> 4
<b>INTELLIGENCE</b>	d4 <input type="checkbox"/> +1	<b>Blacksmith</b>	
<b>WISDOM</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3		
<b>CHARISMA</b>	d4 <input type="checkbox"/> +1		
POWERS			
<b>HAND SIZE</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b>	Light Armors      Heavy Armors      Weapons		
Recharge a card that has the Bludgeoning trait to add 1d6 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) to a combat check by another character at your location. ( <input type="checkbox"/> You may draw a card.)			
When you would discard a weapon ( <input type="checkbox"/> or armor) for its power, you may recharge it ( <input type="checkbox"/> or another card of the same type in your discard pile) instead.			
<input type="checkbox"/> When you would bury an armor or weapon, you may discard it instead.			
<input type="checkbox"/> Add 2 to any check to acquire a weapon or armor by ( <input type="checkbox"/> you or) another character at your location.			
<input type="checkbox"/> Reveal an armor to reduce all damage dealt to you by 1 ( <input type="checkbox"/> 2).			



Played by:

PFS Number:

# Vika

## Female Half-Elf Fighter



SKILLS		CARDS	FT: WEAPON
<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 <input type="checkbox"/> 8
CRAFT: STRENGTH +1      MELEE: STRENGTH +2		<b>SPELL</b>	— <input type="checkbox"/> 1
<b>DEXTERITY</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ARMOR</b>	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
DISABLE: DEXTERITY +2		<b>ITEM</b>	3 <input type="checkbox"/> 4
<b>CONSTITUTION</b>	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<b>ALLY</b>	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
FORTITUDE: CONSTITUTION +1		<b>BLESSING</b>	3 <input type="checkbox"/> 4
<b>INTELLIGENCE</b>	d4 <input type="checkbox"/> +1		
<b>WISDOM</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3		
<b>CHARISMA</b>	d4 <input type="checkbox"/> +1		
POWERS			
<b>HAND SIZE</b>	4 <input type="checkbox"/> 5		
<b>PROFICIENT WITH</b>	Light Armors	Heavy Armors	Weapons
Recharge a card that has the Bludgeoning trait to add 1d6 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) to a combat check by another character at your location.			
When you would discard a weapon ( <input type="checkbox"/> or armor) for its power, you may recharge it instead.			



Played by:

PFS Number:

# Vika

## Female Half-Elf Fighter



SKILLS		CARDS	FT: WEAPON
<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 <input type="checkbox"/> 8
CRAFT: STRENGTH +1		<b>SPELL</b>	— <input type="checkbox"/> 1
<b>DEXTERITY</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ARMOR</b>	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
DISABLE: DEXTERITY +2		<b>ITEM</b>	3 <input type="checkbox"/> 4
<b>CONSTITUTION</b>	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<b>ALLY</b>	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
FORTITUDE: CONSTITUTION +1		<b>BLESSING</b>	3 <input type="checkbox"/> 4
<b>INTELLIGENCE</b>	d4 <input type="checkbox"/> +1	<b>Pulverizer</b>	
<b>WISDOM</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3		
<b>CHARISMA</b>	d4 <input type="checkbox"/> +1		
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
Recharge a card that has the Bludgeoning trait to add 1d6 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) to a combat check by ( <input type="checkbox"/> you or) another character at your location. ( <input type="checkbox"/> You may draw a card.)			
When you would discard a weapon ( <input type="checkbox"/> or armor) for its power, you may recharge it instead.			
<input type="checkbox"/> Add 2 ( <input type="checkbox"/> 4) to your check to acquire a weapon.			
<input type="checkbox"/> You automatically succeed at your check to close an empty location.			
<input type="checkbox"/> When you attempt to defeat a barrier that has the Lock or Obstacle trait, you may recharge a card to use your Strength or Melee skill in place of any listed skill for your check.			



## WEAPONS

___ Glaive <b>(B)</b>	___ Warhammer <b>(B)</b>	___ Trident +2 <b>(3)</b>
___ Greatclub <b>(B)</b>	___ Cestus +1 <b>(1)</b>	___ Greatclub +3 <b>(4)</b>
___ Greatsword <b>(B)</b>	___ Lucerne Hammer <b>(1)</b>	___ Flaming Ranseur +3 <b>(5)</b>
___ Longspear <b>(B)<sup>B</sup></b>	___ Shock Glaive +1 <b>(1)</b>	___ Humanbane Gladius +2 <b>(5)</b>
___ Longsword <b>(B)<sup>B</sup></b>	___ Heavy Pick +1 <b>(2)</b>	___ Adamantine Trident +3 <b>(6)</b>
___ Mace <b>(B)<sup>B</sup></b>	___ Scythe +1 <b>(2)</b>	___ Dancing Mace +2 <b>(6)</b>
___ Ranseur <b>(B)</b>	___ Warhammer +2 <b>(2)</b>	___ _____
___ Spiked Chain +1 <b>(B)</b>	___ Longsword +2 <b>(3)</b>	___ _____

## SPELLS

___ Call Weapon <b>(B)</b>	___ Unearthly Aim <b>(2)</b>	___ Disintegrate <b>(5)</b>
___ Strength <b>(B)<sup>B</sup></b>	___ Dimension Leap <b>(3)</b>	___ Life Leech <b>(5)</b>
___ Obscure <b>(1)</b>	___ Masterwork <b>(3)</b>	___ Bewilder <b>(6)</b>
___ Speed <b>(1)</b>	___ Resist Energy <b>(4)</b>	___ _____
___ Paralyze <b>(2)</b>	___ Scrying <b>(4)</b>	___ _____

## ARMORS

___ Buckler <b>(B)<sup>B</sup></b>	___ Hide Armor of Fire Resistance <b>(2)</b>	___ Lesser Bolstering Armor <b>(4)</b>
___ Chain Mail <b>(B)<sup>B</sup></b> x2	___ Stanching Buckler <b>(2)</b>	___ Fortified Breastplate <b>(5)</b>
___ Leather Armor <b>(B)<sup>B</sup></b>	___ Magic Full Plate <b>(3)</b>	___ Winged Shield <b>(5)</b>
___ Elven Breastplate <b>(1)</b>	___ Spiny Shield <b>(3)</b>	___ Demon Armor <b>(6)</b>
___ Magic Wooden Armor <b>(1)</b>	___ _____	___ _____

## ITEMS

___ Conch Shell <b>(B)<sup>B</sup></b>	___ Staff of Minor Healing <b>(1)</b>	___ Necklace of Fireballs <b>(4)</b>
___ Crowbar <b>(B)<sup>B</sup></b>	___ Hat of Glamour <b>(2)</b>	___ Magic Spyglass <b>(5)</b>
___ Signal Whistle <b>(B)<sup>B</sup></b>	___ Whetstone <b>(2)</b>	___ Wand of Treasure Finding <b>(5)</b>
___ Topaz of Strength <b>(B)</b>	___ Belt of Giant Strength <b>(3)</b>	___ Sihedron Ring <b>(6)</b>
___ Helpful Haversack <b>(1)</b>	___ Potion of Flying <b>(3)</b>	___ _____

## ALLIES

___ Master-At-Arms <b>(B)<sup>B</sup></b>	___ Squire <b>(1)</b>	___ Clockwork Librarian <b>(4)</b>
___ Night Watch <b>(B)<sup>B</sup></b>	___ Merchant <b>(2)</b>	___ Charmed Red Dragon <b>(5)</b>
___ Quartermaster <b>(B)<sup>B</sup></b>	___ Rogue Ape <b>(2)</b>	___ Sacred Killer <b>(5)</b>
___ Standard Bearer <b>(B)<sup>B</sup></b>	___ Cat <b>(3)</b>	___ Merren Unwin <b>(6)</b>
___ Soldier <b>(1)</b>	___ Evangelist <b>(3)</b>	___ _____

## BLESSINGS

___ Blessing of Cayden Cailean <b>(B)</b>	___ Blessing of Gozreh <b>(2)</b>	___ Blessing of Sivanah <b>(4)</b>
___ Blessing of Gorum <b>(B)</b>	___ Blessing of Pharasma <b>(2)</b> x2	___ Blessing of Gozreh <b>(5)</b>
___ Blessing of the Gods <b>(B)<sup>B</sup></b> x4	___ Blessing of Achaekek <b>(3)</b>	___ Blessing of Norgorber <b>(5)</b>
___ Blessing of Abadar <b>(1)</b>	___ Blessing of Milani <b>(3)</b>	___ Blessing of Nethys <b>(6)</b>
___ Blessing of Gorum <b>(1)</b>	___ Blessing of Torag <b>(3)</b>	___ _____
___ Blessing of Pharasma <b>(1)</b>	___ Blessing of Cayden Cailean <b>(4)</b>	___ _____

## WEAPONS

___ Glaive <b>(B)</b>	___ Warhammer <b>(B)</b>	___ Trident +2 <b>(3)</b>
___ Greatclub <b>(B)</b>	___ Cestus +1 <b>(1)</b>	___ Greatclub +3 <b>(4)</b>
___ Greatsword <b>(B)</b>	___ Lucerne Hammer <b>(1)</b>	___ Flaming Ranseur +3 <b>(5)</b>
___ Longspear <b>(B)<sup>B</sup></b>	___ Shock Glaive +1 <b>(1)</b>	___ Humanbane Gladius +2 <b>(5)</b>
___ Longsword <b>(B)<sup>B</sup></b>	___ Heavy Pick +1 <b>(2)</b>	___ Adamantine Trident +3 <b>(6)</b>
___ Mace <b>(B)<sup>B</sup></b>	___ Scythe +1 <b>(2)</b>	___ Dancing Mace +2 <b>(6)</b>
___ Ranseur <b>(B)</b>	___ Warhammer +2 <b>(2)</b>	___ _____
___ Spiked Chain +1 <b>(B)</b>	___ Longsword +2 <b>(3)</b>	___ _____

## SPELLS

___ Call Weapon <b>(B)</b>	___ Unearthly Aim <b>(2)</b>	___ Disintegrate <b>(5)</b>
___ Strength <b>(B)<sup>B</sup></b>	___ Dimension Leap <b>(3)</b>	___ Life Leech <b>(5)</b>
___ Obscure <b>(1)</b>	___ Masterwork <b>(3)</b>	___ Bewilder <b>(6)</b>
___ Speed <b>(1)</b>	___ Resist Energy <b>(4)</b>	___ _____
___ Paralyze <b>(2)</b>	___ Scrying <b>(4)</b>	___ _____

## ARMORS

___ Buckler <b>(B)<sup>B</sup></b>	___ Hide Armor of Fire Resistance <b>(2)</b>	___ Lesser Bolstering Armor <b>(4)</b>
___ Chain Mail <b>(B)<sup>B</sup></b> x2	___ Stanching Buckler <b>(2)</b>	___ Fortified Breastplate <b>(5)</b>
___ Leather Armor <b>(B)<sup>B</sup></b>	___ Magic Full Plate <b>(3)</b>	___ Winged Shield <b>(5)</b>
___ Elven Breastplate <b>(1)</b>	___ Spiny Shield <b>(3)</b>	___ Demon Armor <b>(6)</b>
___ Magic Wooden Armor <b>(1)</b>	___ _____	___ _____

## ITEMS

___ Conch Shell <b>(B)<sup>B</sup></b>	___ Staff of Minor Healing <b>(1)</b>	___ Necklace of Fireballs <b>(4)</b>
___ Crowbar <b>(B)<sup>B</sup></b>	___ Hat of Glamour <b>(2)</b>	___ Magic Spyglass <b>(5)</b>
___ Signal Whistle <b>(B)<sup>B</sup></b>	___ Whetstone <b>(2)</b>	___ Wand of Treasure Finding <b>(5)</b>
___ Topaz of Strength <b>(B)</b>	___ Belt of Giant Strength <b>(3)</b>	___ Sihedron Ring <b>(6)</b>
___ Helpful Haversack <b>(1)</b>	___ Potion of Flying <b>(3)</b>	___ _____

## ALLIES

___ Master-At-Arms <b>(B)<sup>B</sup></b>	___ Squire <b>(1)</b>	___ Clockwork Librarian <b>(4)</b>
___ Night Watch <b>(B)<sup>B</sup></b>	___ Merchant <b>(2)</b>	___ Charmed Red Dragon <b>(5)</b>
___ Quartermaster <b>(B)<sup>B</sup></b>	___ Rogue Ape <b>(2)</b>	___ Sacred Killer <b>(5)</b>
___ Standard Bearer <b>(B)<sup>B</sup></b>	___ Cat <b>(3)</b>	___ Merren Unwin <b>(6)</b>
___ Soldier <b>(1)</b>	___ Evangelist <b>(3)</b>	___ _____

## BLESSINGS

___ Blessing of Cayden Cailean <b>(B)</b>	___ Blessing of Gozreh <b>(2)</b>	___ Blessing of Sivanah <b>(4)</b>
___ Blessing of Gorum <b>(B)</b>	___ Blessing of Pharasma <b>(2)</b> x2	___ Blessing of Gozreh <b>(5)</b>
___ Blessing of the Gods <b>(B)<sup>B</sup></b> x4	___ Blessing of Achaekek <b>(3)</b>	___ Blessing of Norgorber <b>(5)</b>
___ Blessing of Abadar <b>(1)</b>	___ Blessing of Milani <b>(3)</b>	___ Blessing of Nethys <b>(6)</b>
___ Blessing of Gorum <b>(1)</b>	___ Blessing of Torag <b>(3)</b>	___ _____
___ Blessing of Pharasma <b>(1)</b>	___ Blessing of Cayden Cailean <b>(4)</b>	___ _____