



Angban

Male Dwarf Gunslinger



SKILLS		CARDS	FT: WEAPON OR ARMOR
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	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 RANGED: DEXTERITY +3	SPELL	—
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 FORTITUDE: CONSTITUTION +3	ARMOR	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	1 <input type="checkbox"/> 2
CHARISMA	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	3 <input type="checkbox"/> 4
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5		
PROFICIENT WITH	Light Armors Heavy Armors Weapons		
When you play an armor to reduce damage dealt to you, reduce it by an additional 1 (<input type="checkbox"/> 3).			
At the end of your turn, you may recharge a buried weapon that has the Firearm trait (<input type="checkbox"/> or a buried armor).			
<input type="checkbox"/> Gain the skill CRAFT: INTELLIGENCE +3.			

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SKILLS		CARDS	FT: WEAPON OR ARMOR
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	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 RANGED: DEXTERITY +3	SPELL	—
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 FORTITUDE: CONSTITUTION +3	ARMOR	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	1 <input type="checkbox"/> 2
CHARISMA	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	3 <input type="checkbox"/> 4
Gun Tank			
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
PROFICIENT WITH	Light Armors Heavy Armors Weapons		
When you play an armor to reduce damage dealt to you, reduce it by an additional 1 (<input type="checkbox"/> 3).			
At the end of your turn, you may recharge (<input type="checkbox"/> or shuffle into your deck) a buried weapon that has the Firearm trait (<input type="checkbox"/> or a buried armor).			
<input type="checkbox"/> Gain the skill CRAFT: INTELLIGENCE +3 (<input type="checkbox"/> and the skill MELEE: STRENGTH +3).			
<input type="checkbox"/> Reduce damage dealt to a character at your location by 1 (<input type="checkbox"/> or by 3 if the damage is dealt by a bane before a character acts).			
<input type="checkbox"/> At the start of your turn, you may recharge a card; if you do, you may draw a card. (<input type="checkbox"/> You may then recharge a random card from your discard pile.)			
<input type="checkbox"/> On your check to defeat a barrier that has the Lock, Obstacle, or Trap trait, you may bury an armor to add 1d12; if you defeat the barrier, you may explore again.			

Gun Tank



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PFS Number:

SKILLS		CARDS	FT: WEAPON OR ARMOR
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	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 RANGED: DEXTERITY +3	SPELL	—
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 FORTITUDE: CONSTITUTION +3	ARMOR	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	1 <input type="checkbox"/> 2
CHARISMA	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	3 <input type="checkbox"/> 4
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5		
PROFICIENT WITH	Light Armors Heavy Armors Weapons		
When you play an armor to reduce damage dealt to you, reduce it by an additional 1 (<input type="checkbox"/> 3).			
At the end of your turn, you may recharge a buried weapon that has the Firearm trait (<input type="checkbox"/> or a buried armor).			
<input type="checkbox"/> Gain the skill CRAFT: INTELLIGENCE +3.			

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SKILLS		CARDS	FT: WEAPON OR ARMOR
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	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 RANGED: DEXTERITY +3	SPELL	—
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 FORTITUDE: CONSTITUTION +3	ARMOR	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	1 <input type="checkbox"/> 2
CHARISMA	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	3 <input type="checkbox"/> 4

Living Cannon

POWERS	
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
PROFICIENT WITH	Light Armors Heavy Armors Weapons
When you play an armor to reduce damage dealt to you, reduce it by an additional 1 (<input type="checkbox"/> 3).	
At the end of your turn, you may recharge a buried weapon that has the Firearm trait (<input type="checkbox"/> or a buried armor). (<input type="checkbox"/> Then if none of the cards in your hand have the Firearm trait, you may recharge your hand.)	
<input type="checkbox"/> Gain the skill CRAFT: INTELLIGENCE +3. (<input type="checkbox"/> Add 1d12 to your check to acquire or recharge a card that has the Ammunition trait.)	
<input type="checkbox"/> When you display a card with the Ammunition trait for its power, you may draw a card.	
<input type="checkbox"/> You may recharge a card to add 1d4 (<input type="checkbox"/> +1) to a combat check by a character at another location.	
<input type="checkbox"/> For the first exploration of your turn, you may examine the top 2 (<input type="checkbox"/> 3) cards of your location deck. Choose 1 to encounter; you must choose a monster if you found any. Then shuffle the rest into the deck.	

Living Cannon





Lirianne

Female Half-Elf Gunslinger



Played by:

PFS Number:



SKILLS	CARDS	FT: WEAPON
STRENGTH d4 <input type="checkbox"/> +1	WEAPON 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +2	SPELL —	
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 CRAFT: INTELLIGENCE +1	ITEM 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
WISDOM d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +2	ALLY 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6		
PROFICIENT WITH Light Armors Weapons		
When you play a card with the Firearm trait, if you would bury (<input type="checkbox"/> or discard) (<input type="checkbox"/> or recharge) it or shuffle it into your deck, you may keep it and perform the required action with another card instead.		
When you encounter a monster, you may examine the top card of your deck. If it has the Firearm trait, you may draw it; otherwise, recharge it. (<input type="checkbox"/> You may then recharge a card that has the Firearm trait from your discard pile.)		

Lirianne

Female Half-Elf Gunslinger



Played by:

PFS Number:



SKILLS	CARDS	FT: WEAPON
STRENGTH d4 <input type="checkbox"/> +1	WEAPON 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +2	SPELL —	
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 CRAFT: INTELLIGENCE +1	ITEM 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
WISDOM d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +2	ALLY 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	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		
When you play a card with the Firearm trait, if you would bury (<input type="checkbox"/> or discard) (<input type="checkbox"/> or recharge) it or shuffle it into your deck, you may keep it and perform the required action with another card instead.		
When you encounter a monster, you may examine the top card of your deck. If it has the Firearm trait, you may draw it; otherwise, recharge it. (<input type="checkbox"/> You may then recharge a card that has the Firearm trait from your discard pile.) (<input type="checkbox"/> You may then recharge a card to draw a card.)		
<input type="checkbox"/> Add 1d6 (<input type="checkbox"/> 2d6) to your check to acquire or recharge an item or weapon.		
<input type="checkbox"/> You may bury a weapon or item (<input type="checkbox"/> or any boon) to recharge a card that has the Firearm trait from your discard pile.		
<input type="checkbox"/> When you would recharge a card that has the Firearm trait, you may instead shuffle it into your deck.		
<input type="checkbox"/> Treat your character powers that say "Firearm" as if they say "Ammunition or Firearm".		

Alkenstar Marshal



Lirianne

Female Half-Elf Gunslinger



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +2	SPELL	—
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 CRAFT: INTELLIGENCE +1	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6		
PROFICIENT WITH	Light Armors	Weapons	
When you play a card with the Firearm trait, if you would bury (<input type="checkbox"/> or discard) (<input type="checkbox"/> or recharge) it or shuffle it into your deck, you may keep it and perform the required action with another card instead.			
When you encounter a monster, you may examine the top card of your deck. If it has the Firearm trait, you may draw it; otherwise, recharge it. (<input type="checkbox"/> You may then recharge a card that has the Firearm trait from your discard pile.)			

Lirianne

Female Half-Elf Gunslinger



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +2	SPELL	—
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 CRAFT: INTELLIGENCE +1	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
Mysterious Stranger			
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors Weapons		
When you play a card with the Firearm trait, if you would bury (<input type="checkbox"/> or discard) (<input type="checkbox"/> or recharge) it or shuffle it into your deck, you may keep it and perform the required action with another card instead.			
When you encounter a monster, you may examine the top card of your deck. If it has the Firearm trait, you may draw it; otherwise, recharge it. (<input type="checkbox"/> You may then recharge a card that has the Firearm trait from your discard pile.)			
<input type="checkbox"/> At the end of your turn (<input type="checkbox"/> or when your location is closed), you may move to a random open location; if you do, you may examine the top card of its location deck (<input type="checkbox"/> and you may shuffle that deck).			
<input type="checkbox"/> You may use your Ranged skill instead of your Diplomacy skill. (<input type="checkbox"/> When you would discard an ally that lists Diplomacy in its check to acquire for its power, you may recharge it instead.)			
<input type="checkbox"/> When the result of your check equals its difficulty, you may recharge a random card from your discard pile (<input type="checkbox"/> and you may draw a card).			

Mysterious Stranger



Male Ratfolk Gunslinger

Skizza



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SKILLS		CARDS	FT: WEAPON OR ITEM
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DISABLE: DEXTERITY +2 RANGED: DEXTERITY +2	SPELL	—
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 +1	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6		
PROFICIENT WITH	Light Armors Weapons		
When you play a card that has the Alchemical or Firearm trait, if you would recharge it or shuffle it into your deck, you may put it on top of your deck instead. (<input type="checkbox"/> If you would bury or banish it, you may discard it instead.)			
When you would fail a combat check, you may add 1d6 (<input type="checkbox"/> 1d8) and the Fire trait to the check; if you do, after the check, you are dealt 1d4 Fire damage. (<input type="checkbox"/> If you still fail the check and it is against a monster that is not immune to the Mental trait, you may evade it.)			

Male Ratfolk Gunslinger

Skizza



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PFS Number:



SKILLS		CARDS	FT: WEAPON OR ITEM
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DISABLE: DEXTERITY +2 RANGED: DEXTERITY +2	SPELL	—
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 +1	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
POWERS		Tunnel Rat	
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors Weapons		
When you play a card that has the Alchemical or Firearm trait, if you would recharge it or shuffle it into your deck, you may put it on top of your deck instead. (<input type="checkbox"/> If you would bury or banish it, you may discard it instead.)			
When you would fail a combat check (<input type="checkbox"/> or a check to defeat a barrier that has the Lock, Obstacle, or Trap trait), you may add 1d6 (<input type="checkbox"/> 1d8) (<input type="checkbox"/> 1d10) and the Fire trait to the check; if you do, after the check, you are dealt 1d4 Fire damage. (<input type="checkbox"/> If you still fail the check and it is against a monster that is not immune to the Mental trait, you may evade it.)			
<input type="checkbox"/> If another character would fail a combat check, you may recharge a card to add 1d4 (<input type="checkbox"/> 1d8) and the Fire trait to the check. After the encounter, each character at that character's location is dealt 1d4 Fire damage.			
<input type="checkbox"/> When a character attempts a check to close a location, you may recharge a card that has the Alchemical or Firearm trait to add 1d10; if you do, each character at that location is dealt 1 Fire damage.			
<input type="checkbox"/> When one of your character powers deals Fire damage, reduce that damage by 1 (<input type="checkbox"/> 2).			

Tunnel Rat



Male Ratfolk Gunslinger

Skizza



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PFS Number:



SKILLS		CARDS	FT: WEAPON OR ITEM
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DISABLE: DEXTERITY +2 RANGED: DEXTERITY +2	SPELL	—
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 +1	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6		
PROFICIENT WITH	Light Armors Weapons		
When you play a card that has the Alchemical or Firearm trait, if you would recharge it or shuffle it into your deck, you may put it on top of your deck instead. (<input type="checkbox"/> If you would bury or banish it, you may discard it instead.)			
When you would fail a combat check, you may add 1d6 (<input type="checkbox"/> 1d8) and the Fire trait to the check; if you do, after the check, you are dealt 1d4 Fire damage. (<input type="checkbox"/> If you still fail the check and it is against a monster that is not immune to the Mental trait, you may evade it.)			

Male Ratfolk Gunslinger

Skizza



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON OR ITEM
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DISABLE: DEXTERITY +2 RANGED: DEXTERITY +2	SPELL	—
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 +1	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
Gulch Gunner			
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9		
PROFICIENT WITH	Light Armors Weapons		
When you play a card that has the Alchemical or Firearm trait, if you would recharge it or shuffle it into your deck, you may put it on top of your deck instead. (<input type="checkbox"/> If you would bury or banish it, you may discard it instead.)			
When you would fail a combat check, you may add 1d6 (<input type="checkbox"/> 1d8) and the Fire trait to the check; if you do, after the check, you are dealt 1d4 Fire damage. (<input type="checkbox"/> If you still fail the check and it is against a monster that is not immune to the Mental trait, you may evade it.)			
<input type="checkbox"/> When you attempt a check to acquire a weapon or an item, you may use your Craft skill instead of any listed skill. (<input type="checkbox"/> If you acquire the card, you may banish it to explore your location.)			
<input type="checkbox"/> At the start of your turn, you may discard (<input type="checkbox"/> or recharge) a random card; if you do, draw a random card that has the Alchemical or Firearm trait from your discard pile.			
<input type="checkbox"/> You may recharge a card that has the Alchemical or Firearm trait to evade your encounter.			

Gulch Gunner

WEAPONS

___ Arquebus (B)^B	___ Double-Barreled Musket (1)	___ Ghostbane Shotgun +2 (4)
___ Bayonet (B)^B	___ Pepperbox (1)	___ Saltbox (4)
___ Blunderbuss (B)	___ Shock Musket +1 (1)	___ Blasting Pistol +2 (5)
___ Dragon Pistol (B)	___ Dagger Pistol +1 (2)	___ Lifesurge Bayonet +1 (5)
___ Hand Cannon (B)	___ Dragon Pistol +1 (2)	___ Lucky Rifle +2 (5)
___ Matchlock Hackbut (B)^B	___ Toxic Blunderbuss +1 (2)	___ Distance Musket +1 (6)
___ Musket (B)	___ Musket +2 (3)	___ Enervating Pistol +3 (6)
___ Pistol (B)^B	___ Navigator Musket +1 (3)	___ Flaming Musket +2 (6)
___ Pistol +1 (B)	___ Sharpshooter's Blade (3)	___ _____
___ Wheelock Pistol (B)^B x2	___ Deadeye Pistol +1 (4)	___ _____

ARMORS

___ Buckler (B)^B	___ Laboratory Coat (1)	___ Expeditious Chain Mail (4)
___ Buckler Gun (B)	___ Alchemist's Suit (2)	___ Fortified Breastplate (5)
___ Hide Armor (B)^B	___ Commander's Field Plate (2)	___ Reflecting Buckler (5)
___ Scale Mail (B)^B	___ Sniper's Studded Leather (3)	___ Flaming Buckler Gun (6)
___ Tower Shield (B)^B	___ Venomous Buckler Gun (3)	___ Greater Bolstering Armor (6)
___ Benevolent Buckler (1)	___ Ebon Thorn (4)	___ _____

ITEMS

___ Alchemical Cartridges (B)^B	___ Emerald of Dexterity (1)	___ Greater Luckstone (4)
___ Alchemist's Fire (B)^B	___ Entangling Shot (1)	___ Sniper Goggles (4)
___ Crowbar (B)^B	___ Ivory Dice (2)	___ Boots of Teleportation (5)
___ Flare Shot (B)	___ Masterwork Tools (2)	___ Chest of Keeping (5)
___ Luckstone (B)	___ Poisoned Bullets (2)	___ Shock Bullets (5)
___ Powder Horn (B)^B	___ Adamantine Bullets (3)	___ Blessed Bullet (6)
___ Spyglass (B)	___ Magic Spyglass (3)	___ Ring of Energy Resistance (6)
___ Thieves' Tools (B)^B	___ Dragonbreath Shot (4)	___ _____

ALLIES

___ Gunner Squire (B)^B	___ Surgeon (1)	___ Elven Sharpshooter (5)
___ Jinx Eater (B)^B	___ Old Salt (2)	___ Mountaineer (5)
___ Master Gunner (B)^B	___ Black Arrow Ranger (3)	___ Pious Healer (6)
___ Parrot (B)	___ Eagle (3)	___ _____
___ Quartermaster (B)^B	___ Cannon Master (4)	___ _____
___ Rosie Cuswell (1)	___ Clockwork Owl (4)	___ _____

BLESSINGS

___ Blessing of Alkenstar (B)	___ Blessing of Milani (2)	___ Blessing of Erastil (5)
___ Blessing of Calistria (B)	___ Blessing of Sivanah (2)	___ Blessing of Nethys (5)
___ Blessing of the Gods (B)^B x4	___ Blessing of Abadar (3)	___ Blessing of Alkenstar (6)
___ Blessing of Achaek (1)	___ Blessing of Alkenstar (3)	___ _____
___ Blessing of Erastil (1)	___ Blessing of Norgorber (4)	___ _____

WEAPONS

___ Arquebus (B)^B	___ Double-Barreled Musket (1)	___ Ghostbane Shotgun +2 (4)
___ Bayonet (B)^B	___ Pepperbox (1)	___ Saltbox (4)
___ Blunderbuss (B)	___ Shock Musket +1 (1)	___ Blasting Pistol +2 (5)
___ Dragon Pistol (B)	___ Dagger Pistol +1 (2)	___ Lifesurge Bayonet +1 (5)
___ Hand Cannon (B)	___ Dragon Pistol +1 (2)	___ Lucky Rifle +2 (5)
___ Matchlock Hackbut (B)^B	___ Toxic Blunderbuss +1 (2)	___ Distance Musket +1 (6)
___ Musket (B)	___ Musket +2 (3)	___ Enervating Pistol +3 (6)
___ Pistol (B)^B	___ Navigator Musket +1 (3)	___ Flaming Musket +2 (6)
___ Pistol +1 (B)	___ Sharpshooter's Blade (3)	___ _____
___ Wheelock Pistol (B)^B x2	___ Deadeye Pistol +1 (4)	___ _____

ARMORS

___ Buckler (B)^B	___ Laboratory Coat (1)	___ Expeditious Chain Mail (4)
___ Buckler Gun (B)	___ Alchemist's Suit (2)	___ Fortified Breastplate (5)
___ Hide Armor (B)^B	___ Commander's Field Plate (2)	___ Reflecting Buckler (5)
___ Scale Mail (B)^B	___ Sniper's Studded Leather (3)	___ Flaming Buckler Gun (6)
___ Tower Shield (B)^B	___ Venomous Buckler Gun (3)	___ Greater Bolstering Armor (6)
___ Benevolent Buckler (1)	___ Ebon Thorn (4)	___ _____

ITEMS

___ Alchemical Cartridges (B)^B	___ Emerald of Dexterity (1)	___ Greater Luckstone (4)
___ Alchemist's Fire (B)^B	___ Entangling Shot (1)	___ Sniper Goggles (4)
___ Crowbar (B)^B	___ Ivory Dice (2)	___ Boots of Teleportation (5)
___ Flare Shot (B)	___ Masterwork Tools (2)	___ Chest of Keeping (5)
___ Luckstone (B)	___ Poisoned Bullets (2)	___ Shock Bullets (5)
___ Powder Horn (B)^B	___ Adamantine Bullets (3)	___ Blessed Bullet (6)
___ Spyglass (B)	___ Magic Spyglass (3)	___ Ring of Energy Resistance (6)
___ Thieves' Tools (B)^B	___ Dragonbreath Shot (4)	___ _____

ALLIES

___ Gunner Squire (B)^B	___ Surgeon (1)	___ Elven Sharpshooter (5)
___ Jinx Eater (B)^B	___ Old Salt (2)	___ Mountaineer (5)
___ Master Gunner (B)^B	___ Black Arrow Ranger (3)	___ Pious Healer (6)
___ Parrot (B)	___ Eagle (3)	___ _____
___ Quartermaster (B)^B	___ Cannon Master (4)	___ _____
___ Rosie Cuswell (1)	___ Clockwork Owl (4)	___ _____

BLESSINGS

___ Blessing of Alkenstar (B)	___ Blessing of Milani (2)	___ Blessing of Erastil (5)
___ Blessing of Calistria (B)	___ Blessing of Sivanah (2)	___ Blessing of Nethys (5)
___ Blessing of the Gods (B)^B x4	___ Blessing of Abadar (3)	___ Blessing of Alkenstar (6)
___ Blessing of Achaek (1)	___ Blessing of Alkenstar (3)	___ _____
___ Blessing of Erastil (1)	___ Blessing of Norgorber (4)	___ _____