



# Alahazra

Female Human Oracle



Played by:

PFS Number:



| SKILLS   |   | CARDS    | FT: SPELL   |
|--|---|----------|---|
| STRENGTH   | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | WEAPON   | — <input type="checkbox"/> 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  | 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                            |
| WISDOM   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              | ALLY     | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 |
| SURVIVAL: WISDOM +2  |   | BLESSING | 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 |
| CHARISMA   | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 |          |   |
| DIPLOMACY: CHARISMA +2   |   |          |   |
| DIVINE: CHARISMA +3  |   |          |   |
| POWERS   |   |          |   |
| HAND SIZE  | 6 <input type="checkbox"/> 7  |          |   |
| PROFICIENT WITH  | Light Armors  |          |   |
| When you play a card that has the Fire ( <input type="checkbox"/> or Poison) and Attack traits on any check, add 1d8.  |   |          |   |
| You may recharge a blessing to examine the top 2 ( <input type="checkbox"/> or 3) cards of any location deck ( <input type="checkbox"/> and put them back in any order). You may not use this power during an encounter. |   |          |   |
| You may discard a spell to banish a card that has the Curse trait next to the deck of a character at your location.  |   |          |   |

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| SKILLS   |   | CARDS    | FT: SPELL   |
|--|---|----------|---|
| STRENGTH   | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | WEAPON   | — <input type="checkbox"/> 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  | 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                            |
| WISDOM   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              | ALLY     | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 |
| SURVIVAL: WISDOM +2  |   | BLESSING | 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 |
| CHARISMA   | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 | Recurzor |   |
| DIPLOMACY: CHARISMA +2   |   |          |   |
| DIVINE: CHARISMA +3  |   |          |   |
| POWERS   |   |          |   |
| HAND SIZE  | 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8   |          |   |
| PROFICIENT WITH  | Light Armors  |          |   |
| When you play a card that has the Fire ( <input type="checkbox"/> or Poison) and Attack traits on any check, add 1d8 ( <input type="checkbox"/> 2d8).  |   |          |   |
| You may recharge a blessing to examine the top 2 ( <input type="checkbox"/> or 3) cards of any location deck ( <input type="checkbox"/> and put them back in any order). You may not use this power during an encounter.   |   |          |   |
| You may discard ( <input type="checkbox"/> or recharge) a spell ( <input type="checkbox"/> or card) to banish a card that has the Curse trait next to the deck of a character at your location.  |   |          |   |
| <input type="checkbox"/> When you ( <input type="checkbox"/> or any character) would banish a card that has the Curse trait, you may put that card into your hand instead of banishing it. You may return a card with the Curse trait to the box to add 1d4 ( <input type="checkbox"/> plus its adventure deck number) to any check. |   |          |   |
| <input type="checkbox"/> You may evade your encounter with a bane; if you do, suffer a scourge.  |   |          |   |





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Female Human Oracle



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PFS Number:



| SKILLS   |                     | CARDS              | FT: SPELL |
|--|---------------------|--------------------|-----------|
| STRENGTH   | d6 □+1 □+2          | WEAPON — □ 1 □ 2   |           |
| DEXTERITY  | d4 □+1              | SPELL 5 □ 6 □ 7    |           |
| CONSTITUTION   | d6 □+1 □+2          | ARMOR 1 □ 2        |           |
| INTELLIGENCE   | d8 □+1 □+2 □+3      | ITEM 2 □ 3         |           |
| WISDOM   | d8 □+1 □+2 □+3      | ALLY 2 □ 3 □ 4     |           |
| SURVIVAL: WISDOM +2  |                     | BLESSING 5 □ 6 □ 7 |           |
| CHARISMA   | d10 □+1 □+2 □+3 □+4 |                    |           |
| DIPLOMACY: CHARISMA +2   |                     |                    |           |
| DIVINE: CHARISMA +3  |                     |                    |           |
| POWERS   |                     |                    |           |
| HAND SIZE  | 6 □ 7               |                    |           |
| PROFICIENT WITH  | Light Armors        |                    |           |
| When you play a card that has the Fire (□ or Poison) and Attack traits on any check, add 1d8.  |                     |                    |           |
| You may recharge a blessing to examine the top 2 (□ or 3) cards of any location deck (□ and put them back in any order). You may not use this power during an encounter. |                     |                    |           |
| You may discard a spell to banish a card that has the Curse trait next to the deck of a character at your location.  |                     |                    |           |

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Female Human Oracle



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PFS Number:



| SKILLS   |                     | CARDS              | FT: SPELL |
|--|---------------------|--------------------|-----------|
| STRENGTH   | d6 □+1 □+2          | WEAPON — □ 1 □ 2   |           |
| DEXTERITY  | d4 □+1              | SPELL 5 □ 6 □ 7    |           |
| CONSTITUTION   | d6 □+1 □+2          | ARMOR 1 □ 2        |           |
| INTELLIGENCE   | d8 □+1 □+2 □+3      | ITEM 2 □ 3         |           |
| WISDOM   | d8 □+1 □+2 □+3      | ALLY 2 □ 3 □ 4     |           |
| SURVIVAL: WISDOM +2  |                     | BLESSING 5 □ 6 □ 7 |           |
| CHARISMA   | d10 □+1 □+2 □+3 □+4 |                    |           |
| DIPLOMACY: CHARISMA +2   |                     |                    |           |
| DIVINE: CHARISMA +3  |                     |                    |           |
| POWERS   |                     |                    |           |
| HAND SIZE  | 6 □ 7 □ 8           |                    |           |
| PROFICIENT WITH  | Light Armors        |                    |           |
| When you play a card that has the Fire (□ or Poison) and Attack traits on any check, add 1d8.  |                     |                    |           |
| You may recharge a blessing to examine the top 2 (□ or 3) (□ or 4) cards of any location (□ or any) deck (□ and put them back in any order). You may not use this power during an encounter. |                     |                    |           |
| You may discard a spell to banish a card that has the Curse trait next to the deck of a character at your location.  |                     |                    |           |
| □ You may recharge a card to add 1d8 to your check (□ or a check by a character at your location) against a bane that has the Trigger (□ or Undead) trait.                                   |                     |                    |           |
| □ When you defeat a bane that has the Trigger trait, you may draw a card (□ or recharge a random card from your discard pile).   |                     |                    |           |

Seeker





# Daniel

## Male Elf Alchemist



Played by:

PFS Number:



| SKILLS   |   | CARDS    | FT: WEAPON   |
|--|---|----------|--|
| STRENGTH   | d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | WEAPON   | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4                            |
| DEXTERITY  | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 | SPELL    | —  |
| RANGED: DEXTERITY +2   |   | ARMOR    | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4                            |
| CONSTITUTION   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              | ITEM     | 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 |
| INTELLIGENCE   | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                             | ALLY     | 2 <input type="checkbox"/> 3   |
| DISABLE: INTELLIGENCE +1   |   | BLESSING | 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6                            |
| CRAFT: INTELLIGENCE +2   |   |          |  |
| WISDOM   | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  |          |  |
| CHARISMA   | d4 <input type="checkbox"/> +1  |          |  |
| POWERS   |   |          |  |
| HAND SIZE  | 5 <input type="checkbox"/> 6  |          |  |
| PROFICIENT WITH  | Light Armors  | Weapons  |  |
| When you would banish a card that has the Alchemical trait for its power, you may discard it instead (☐ then you may draw a card).   |   |          |  |
| You may recharge a card that has the Alchemical trait to add 1d4 and the Acid or Poison trait to a combat check by a character at your location.   |   |          |  |
| You may recharge (☐ or reveal) a card to add 1d6 to your check that invokes the Acid or Poison trait (☐ or to your check to defeat a barrier); if your card has the Alchemical trait, you may add another 1d6. |   |          |  |

# Daniel

## Male Elf Alchemist



Played by:

PFS Number:



| SKILLS  |   | CARDS        | FT: WEAPON   |
|---|---|--------------|--|
| STRENGTH  | d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | WEAPON       | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4                            |
| DEXTERITY   | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 | SPELL        | —  |
| RANGED: DEXTERITY +2  |   | ARMOR        | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4                            |
| CONSTITUTION  | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              | ITEM         | 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 |
| INTELLIGENCE  | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                             | ALLY         | 2 <input type="checkbox"/> 3   |
| DISABLE: INTELLIGENCE +1  |   | BLESSING     | 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6                            |
| CRAFT: INTELLIGENCE +2  |   | Toxicologist |  |
| WISDOM  | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  |              |  |
| CHARISMA  | d4 <input type="checkbox"/> +1  |              |  |
| POWERS  |   |              |  |
| HAND SIZE   | 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7   |              |  |
| PROFICIENT WITH   | Light Armors                      Weapons   |              |  |
| When you would banish a card that has the Alchemical trait for its power, you may discard it instead ( <input type="checkbox"/> then you may draw a card) ( <input type="checkbox"/> or you may search your deck for a boon that has the Alchemical trait and put it on top of your deck).                        |   |              |  |
| You may recharge a card that has the Alchemical trait to add 1d4 and the Acid or Poison trait to a combat check by a character at your location ( <input type="checkbox"/> or to ignore a bane's immunities for that check).  |   |              |  |
| You may recharge ( <input type="checkbox"/> or reveal) a card to add 1d6 to your check that invokes the Acid or Poison ( <input type="checkbox"/> or Cold or Electricity) trait ( <input type="checkbox"/> or to your check to defeat a barrier); if your card has the Alchemical trait, you may add another 1d6. |   |              |  |
| <input type="checkbox"/> At the start of another character's turn, you may give that character a card that has the Alchemical trait.  |   |              |  |
| <input type="checkbox"/> When you are dealt ( <input type="checkbox"/> or a character at your location is dealt) a type of damage, you may reveal a card that has a trait matching that type to reduce that damage by 2 ( <input type="checkbox"/> 3).  |   |              |  |

## Toxicologist





# Daniel

Male Elf Alchemist



Played by:

PFS Number:



| SKILLS   |   | CARDS    | FT: WEAPON   |
|--|---|----------|--|
| STRENGTH   | d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | WEAPON   | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4                            |
| DEXTERITY  | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4<br>RANGED: DEXTERITY +2   | SPELL    | —  |
| CONSTITUTION   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3  | ARMOR    | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4                            |
| INTELLIGENCE   | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3<br>DISABLE: INTELLIGENCE +1<br>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     | 2 <input type="checkbox"/> 3   |
| CHARISMA   | d4 <input type="checkbox"/> +1  | 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 would banish a card that has the Alchemical trait for its power, you may discard it instead ( <input type="checkbox"/> then you may draw a card).   |   |          |  |
| You may recharge a card that has the Alchemical trait to add 1d4 and the Acid or Poison trait to a combat check by a character at your location.   |   |          |  |
| You may recharge ( <input type="checkbox"/> or reveal) a card to add 1d6 to your check that invokes the Acid or Poison trait ( <input type="checkbox"/> or to your check to defeat a barrier); if your card has the Alchemical trait, you may add another 1d6. |   |          |  |

# Daniel

Male Elf Alchemist



Played by:

PFS Number:



| SKILLS  |   | CARDS         | FT: WEAPON   |
|---|---|---------------|--|
| STRENGTH  | d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | WEAPON        | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4                            |
| DEXTERITY   | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4<br>RANGED: DEXTERITY +2   | SPELL         | —  |
| CONSTITUTION  | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3  | ARMOR         | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4                            |
| INTELLIGENCE  | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3<br>DISABLE: INTELLIGENCE +1<br>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          | 2 <input type="checkbox"/> 3   |
| CHARISMA  | d4 <input type="checkbox"/> +1  | BLESSING      | 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6                            |
|   |   | Mad Scientist |  |
| POWERS  |   |               |  |
| HAND SIZE   | 5 <input type="checkbox"/> 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 discard it instead ( <input type="checkbox"/> then you may draw a card).  |   |               |  |
| You may recharge a card that has the Alchemical trait to add 1d4 ( <input type="checkbox"/> 2d4) and the Acid or Poison trait to a combat check by a character at your ( <input type="checkbox"/> or any) location. ( <input type="checkbox"/> If the combat check is by another character, add another 1d4.) |   |               |  |
| You may recharge ( <input type="checkbox"/> or reveal) a card to add 1d6 to your check that invokes the Acid or Poison trait ( <input type="checkbox"/> or to your check to defeat a barrier); if your card has the Alchemical trait, you may add another 1d6.  |   |               |  |
| <input type="checkbox"/> Add 1d4 ( <input type="checkbox"/> +1) to a Craft or Disable check by another character at your location.  |   |               |  |
| <input type="checkbox"/> When you defeat a barrier that has the Lock or Trap trait, you may put it in your hand. You may banish a barrier to add your Craft skill to your check to defeat a monster.  |   |               |  |

## Mad Scientist





Female Human Spiritualist



Played by:

PFS Number:

Estra



| SKILLS  |   | CARDS                                     |  | FT: HONAIRE |  |
|---|---|---|--|-------------|--|
| STRENGTH  | d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | WEAPON                                    | —  |             |  |
| DEXTERITY   | d4 <input type="checkbox"/> +1  | SPELL                                     | 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 |             |  |
| CONSTITUTION  | d4 <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                              | ITEM                                      | 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 | ALLY                                      | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5                            |             |  |
| DIVINE: WISDOM +2   |   | BLESSING                                  | 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6                            |             |  |
| KNOWLEDGE: WISDOM +2  |   | Include Loot Ally Honaire in your allies. |  |             |  |
| CHARISMA  | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                             |   |  |             |  |
| DIPLOMACY: CHARISMA +1  |   |   |  |             |  |
| POWERS  |   |   |  |             |  |
| HAND SIZE   | 5 <input type="checkbox"/> 6  |   |  |             |  |
| PROFICIENT WITH   | Light Armors  |   |  |             |  |
| On your turn, you may recharge a spell to examine the top 2 cards of your location deck. If any examined card has the Undead trait, ( <input type="checkbox"/> you may ignore any power on that card that happens when examined and) you may encounter 1 of them. |   |   |  |             |  |
| You may discard ( <input type="checkbox"/> or recharge) a spell or blessing to reduce damage dealt to you by 3 ( <input type="checkbox"/> 5).   |   |   |  |             |  |
| Add 1d8 to your check against a card that has the Undead trait.   |   |   |  |             |  |

Female Human Spiritualist



Played by:

PFS Number:

Estra



| SKILLS   |   | CARDS                                     |  | FT: HONAIRE |  |  |
|--|---|---|--|-------------|--|--|
| STRENGTH   | d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | WEAPON                                    | —  |             |  |  |
| DEXTERITY  | d4 <input type="checkbox"/> +1  | SPELL                                     | 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 |             |  |  |
| CONSTITUTION   | d4 <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                              | ITEM                                      | 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 | ALLY                                      | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5                            |             |  |  |
| DIVINE: WISDOM +2  |   | BLESSING                                  | 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6                            |             |  |  |
| KNOWLEDGE: WISDOM +2   |   | Include Loot Ally Honaire in your allies. |  |             |  |  |
| CHARISMA   | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                             |   |  |             |  |  |
| DIPLOMACY: CHARISMA +1   |   |   |  |             |  |  |
| POWERS   |   |   |  |             |  |  |
| HAND SIZE  | 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7   |   |  |             |  |  |
| PROFICIENT WITH  | Light Armors  |   |  |             |  |  |
| On your turn, you may recharge a spell to examine the top 2 ( <input type="checkbox"/> or 3) cards of your location deck. If any examined card has the Undead trait, ( <input type="checkbox"/> you may ignore any power on that card that happens when examined and) you may encounter 1 of them. |   |   |  |             |  |  |
| You may discard ( <input type="checkbox"/> or recharge) ( <input type="checkbox"/> or reveal) a spell or blessing to reduce damage dealt to you by 3 ( <input type="checkbox"/> 5).  |   |   |  |             |  |  |
| Add 1d8 to your check against a card that has the Undead trait. ( <input type="checkbox"/> If it is your exploration, and you acquire or defeat the card, you may explore your location.)  |   |   |  |             |  |  |
| <input type="checkbox"/> On your check, you may recharge a card to roll d10 instead of your Strength or Dexterity die and add the scenario's adventure deck number. ( <input type="checkbox"/> If it is a combat check, add another 1d8.)  |   |   |  |             |  |  |
| <input type="checkbox"/> You may reveal an ally to add 1d4 to another character's combat check ( <input type="checkbox"/> or any Strength non-combat check) at your location.  |   |   |  |             |  |  |

Ectoplasmatist

Ectoplasmatist







Female Human Spiritualist



Played by:

PFS Number:

Estra



| SKILLS  |   | CARDS                                     | FT: HONAIRE  |
|---|---|---|--|
| STRENGTH  | d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | WEAPON                                    | —  |
| DEXTERITY   | d4 <input type="checkbox"/> +1  | SPELL                                     | 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 |
| CONSTITUTION  | d4 <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                              | ITEM                                      | 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 | ALLY                                      | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5                            |
| DIVINE: WISDOM +2   |   | BLESSING                                  | 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6                            |
| KNOWLEDGE: WISDOM +2  |   | Include Loot Ally Honaire in your allies. |  |
| CHARISMA  | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                             |   |  |
| DIPLOMACY: CHARISMA +1  |   |   |  |
| POWERS  |   |   |  |
| HAND SIZE   | 5 <input type="checkbox"/> 6  |   |  |
| PROFICIENT WITH   | Light Armors  |   |  |
| On your turn, you may recharge a spell to examine the top 2 cards of your location deck. If any examined card has the Undead trait, ( <input type="checkbox"/> you may ignore any power on that card that happens when examined and) you may encounter 1 of them. |   |   |  |
| You may discard ( <input type="checkbox"/> or recharge) a spell or blessing to reduce damage dealt to you by 3 ( <input type="checkbox"/> 5).   |   |   |  |
| Add 1d8 to your check against a card that has the Undead trait.   |   |   |  |

Female Human Spiritualist



Played by:

PFS Number:

Estra



| SKILLS   |   | CARDS                                     | FT: HONAIRE  |
|--|---|---|--|
| STRENGTH   | d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | WEAPON                                    | —  |
| DEXTERITY  | d4 <input type="checkbox"/> +1  | SPELL                                     | 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 |
| CONSTITUTION   | d4 <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                              | ITEM                                      | 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 | ALLY                                      | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5                            |
| DIVINE: WISDOM +2  |   | BLESSING                                  | 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6                            |
| KNOWLEDGE: WISDOM +2   |   | Include Loot Ally Honaire in your allies. |  |
| CHARISMA   | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                             |   |  |
| DIPLOMACY: CHARISMA +1   |   |   |  |
| POWERS   |   |   |  |
| HAND SIZE  | 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7   |   |  |
| PROFICIENT WITH  | Light Armors  |   |  |
| On your turn, you may recharge a spell to examine the top 2 cards of your location deck ( <input type="checkbox"/> or any location deck). If any examined card has the Undead trait, ( <input type="checkbox"/> you may ignore any power on that card that happens when examined and) you may encounter 1 of them ( <input type="checkbox"/> then you may shuffle that location deck). |   |   |  |
| You may discard ( <input type="checkbox"/> or recharge) a spell or blessing to reduce damage dealt to you ( <input type="checkbox"/> or to another character at your location) by 3 ( <input type="checkbox"/> 5).   |   |   |  |
| Add 1d8 to your check against a card that has the ( <input type="checkbox"/> Cold or) Undead trait.  |   |   |  |
| <input type="checkbox"/> At the start of your turn, you may draw a card.   |   |   |  |
| <input type="checkbox"/> You may put an ally that has the Undead trait on top of your deck to add 1d10 to a combat ( <input type="checkbox"/> or Strength, Constitution, or Perception) check by another character at your location.   |   |   |  |

Speaker to the Dead

Speaker to the Dead





Male Human Wizard

Ezren



Played by:

PFS Number:



| SKILLS  |  | CARDS                                    | FT: ATTACK TRAIT   |
|---|--|--|--|
| STRENGTH  | d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2   | WEAPON                                   | 1 <input type="checkbox"/> 2   |
| DEXTERITY   | d4 <input type="checkbox"/> +1   | SPELL                                    | 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 |
| CONSTITUTION  | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3   | ARMOR                                    | 1 <input type="checkbox"/> 2   |
| INTELLIGENCE  | d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4<br>ARCANE: INTELLIGENCE +2<br>KNOWLEDGE: INTELLIGENCE +1 | ITEM                                     | 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 |
| WISDOM  | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3<br>PERCEPTION: WISDOM +1  | ALLY                                     | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5                            |
| CHARISMA  | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2   | BLESSING                                 | —  |
|   |  | May treat non-Divine Blessings as Items. |  |
| POWERS  |  |  |  |
| HAND SIZE   | 6 <input type="checkbox"/> 7   |  |  |
| PROFICIENT WITH   | <input type="checkbox"/> Light Armors  |  |  |
| On your turn, you may discard a spell ( <input type="checkbox"/> then you may move). Then explore your location.  |  |  |  |
| When you encounter a bane that has the Acid, Cold, Electricity, Fire, or Poison trait, ignore its immunities.   |  |  |  |
| You may recharge a spell to add 1 die to your check against a bane that invokes the Acid or Electricity ( <input type="checkbox"/> or Cold, Fire, or Poison) trait. |  |  |  |

Male Human Wizard

Ezren



Played by:

PFS Number:



| SKILLS   |  | CARDS                                    | FT: ATTACK TRAIT   |
|--|--|--|--|
| STRENGTH   | d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2   | WEAPON                                   | 1 <input type="checkbox"/> 2   |
| DEXTERITY  | d4 <input type="checkbox"/> +1   | SPELL                                    | 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 |
| CONSTITUTION   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3   | ARMOR                                    | 1 <input type="checkbox"/> 2   |
| INTELLIGENCE   | d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4<br>ARCANE: INTELLIGENCE +2<br>KNOWLEDGE: INTELLIGENCE +1 | ITEM                                     | 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 |
| WISDOM   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3<br>PERCEPTION: WISDOM +1  | ALLY                                     | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5                            |
| CHARISMA   | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2   | BLESSING                                 | —  |
|  |  | May treat non-Divine Blessings as Items. |  |
| Arcane Bomber  |  |  |  |
| POWERS   |  |  |  |
| HAND SIZE  | 6 <input type="checkbox"/> 7   |  |  |
| PROFICIENT WITH  | <input type="checkbox"/> Light Armors  |  |  |
| On your turn, you may discard a spell ( <input type="checkbox"/> then you may move). Then explore your location.   |  |  |  |
| When you encounter a bane that has the Acid, Cold, Electricity, Fire, or Poison ( <input type="checkbox"/> or Construct) trait, ignore its immunities.   |  |  |  |
| You may recharge a spell to add 1 die ( <input type="checkbox"/> or 2 dice) to your check against a bane that invokes the Acid or Electricity ( <input type="checkbox"/> or Cold, Fire, or Poison) trait.  |  |  |  |
| <input type="checkbox"/> Add 1d4 ( <input type="checkbox"/> 1d6) to your check that has the Attack trait.  |  |  |  |
| <input type="checkbox"/> When you fail a combat check that has the Attack trait, you may bury ( <input type="checkbox"/> or discard) a card to reroll the dice; take the new result.   |  |  |  |
| <input type="checkbox"/> You may display a spell that has the Attack trait next to your location. While displayed, add 1d6 ( <input type="checkbox"/> 2d6) and the spell's traits to combat check by characters at this location. At the end of the turn, discard the spell. |  |  |  |

Arcane Bomber





# Ezren

Male Human Wizard



Played by:

PFS Number:



# Ezren

Male Human Wizard



Played by:

PFS Number:



| SKILLS  |  | CARDS                                    | FT: ATTACK TRAIT   |
|---|--|--|--|
| STRENGTH  | d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2   | WEAPON                                   | 1 <input type="checkbox"/> 2   |
| DEXTERITY   | d4 <input type="checkbox"/> +1   | SPELL                                    | 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 |
| CONSTITUTION  | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3   | ARMOR                                    | 1 <input type="checkbox"/> 2   |
| INTELLIGENCE  | d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4<br>ARCANE: INTELLIGENCE +2<br>KNOWLEDGE: INTELLIGENCE +1 | ITEM                                     | 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 |
| WISDOM  | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3<br>PERCEPTION: WISDOM +1  | ALLY                                     | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5                            |
| CHARISMA  | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2   | BLESSING                                 | —  |
|   |  | May treat non-Divine Blessings as Items. |  |
|   |  |  |  |
| POWERS  |  |  |  |
| HAND SIZE   | 6 <input type="checkbox"/> 7   |  |  |
| PROFICIENT WITH   | <input type="checkbox"/> Light Armors  |  |  |
| On your turn, you may discard a spell ( <input type="checkbox"/> then you may move). Then explore your location.  |  |  |  |
| When you encounter a bane that has the Acid, Cold, Electricity, Fire, or Poison trait, ignore its immunities.   |  |  |  |
| You may recharge a spell to add 1 die to your check against a bane that invokes the Acid or Electricity ( <input type="checkbox"/> or Cold, Fire, or Poison) trait. |  |  |  |

| SKILLS   |  | CARDS                                    | FT: ATTACK TRAIT   |
|--|--|--|--|
| STRENGTH   | d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2   | WEAPON                                   | 1 <input type="checkbox"/> 2   |
| DEXTERITY  | d4 <input type="checkbox"/> +1   | SPELL                                    | 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 |
| CONSTITUTION   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3   | ARMOR                                    | 1 <input type="checkbox"/> 2   |
| INTELLIGENCE   | d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4<br>ARCANE: INTELLIGENCE +2<br>KNOWLEDGE: INTELLIGENCE +1 | ITEM                                     | 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 |
| WISDOM   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3<br>PERCEPTION: WISDOM +1  | ALLY                                     | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5                            |
| CHARISMA   | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2   | BLESSING                                 | —  |
|  |  | May treat non-Divine Blessings as Items. |  |
| Spell Sage   |  |  |  |
| POWERS   |  |  |  |
| HAND SIZE  | 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8  |  |  |
| PROFICIENT WITH  | <input type="checkbox"/> Light Armors  |  |  |
| On your turn, you may discard ( <input type="checkbox"/> or recharge) a spell ( <input type="checkbox"/> then you may move). Then explore your location.   |  |  |  |
| When you encounter a bane that has the Acid, Cold, Electricity, Fire, or Poison trait, ignore its immunities.  |  |  |  |
| You may recharge a spell to add 1 die to your check against a bane that invokes the Acid or Electricity ( <input type="checkbox"/> or Cold, Fire, or Poison) trait.  |  |  |  |
| <input type="checkbox"/> You may play 2 spells on a check; only 1 may determine the skill you use for the check.   |  |  |  |
| <input type="checkbox"/> When you play or would banish a spell, you may recharge a spell to gain the Divine skill equal to your Intelligence skill ( <input type="checkbox"/> +2).   |  |  |  |
| <input type="checkbox"/> When you would discard a spell that has the Arcane trait for its power, you may display it instead. At the end of your turn, recharge all such spells ( <input type="checkbox"/> or shuffle them into your deck). |  |  |  |

## Spell Sage







# Simoun

Female Janni Rogue



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 |
| DEXTERITY  | d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4<br>DISABLE: DEXTERITY +1<br>RANGED: DEXTERITY +2 | SPELL  | — <input type="checkbox"/> 1 <input type="checkbox"/> 2 |
| CONSTITUTION   | d4 <input type="checkbox"/> +1   | ARMOR  | 1 <input type="checkbox"/> 2                            |
| INTELLIGENCE   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3<br>CRAFT: INTELLIGENCE +1<br>PERCEPTION: INTELLIGENCE +2                      | ITEM   | 3 <input type="checkbox"/> 4                            |
| WISDOM   | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3   | ALLY   | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 |
| CHARISMA   | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2   | BLESSING   | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 |
| HAND SIZE  |  | POWERS   |   |
| 6 <input type="checkbox"/> 7   |  |  |   |
| PROFICIENT WITH  |  | <input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons |   |
| Reduce Electricity damage dealt to you by 2 ( <input type="checkbox"/> 4).   |  |  |   |
| Add your Perception skill to your check to defeat a barrier that has the ( <input type="checkbox"/> Obstacle or) Trap trait. |  |  |   |
| When you would discard a weapon that has the Knife trait for its power, you may recharge it instead.                         |  |  |   |

| SKILLS  |  | CARDS                | FT: WEAPON  |
|---|--|----------------------|---|
| STRENGTH  | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2   | WEAPON               | 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 |
| DEXTERITY   | d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4<br>DISABLE: DEXTERITY +1<br>RANGED: DEXTERITY +2 | SPELL                | — <input type="checkbox"/> 1 <input type="checkbox"/> 2 |
| CONSTITUTION  | d4 <input type="checkbox"/> +1   | ARMOR                | 1 <input type="checkbox"/> 2                            |
| INTELLIGENCE  | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3<br>CRAFT: INTELLIGENCE +1<br>PERCEPTION: INTELLIGENCE +2                      | ITEM                 | 3 <input type="checkbox"/> 4                            |
| WISDOM  | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3   | ALLY                 | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 |
| CHARISMA  | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2   | BLESSING             | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 |
| HAND SIZE   |  | POWERS               |   |
| 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8   |  | <div>Bladewind</div> |   |
| PROFICIENT WITH <input type="checkbox"/> Light Armors    Weapons  |  |                      |   |
| Reduce Electricity ( <input type="checkbox"/> and Combat) damage dealt to you by 2 ( <input type="checkbox"/> 4).   |  |                      |   |
| Add your Perception skill to your check to defeat a barrier that has the ( <input type="checkbox"/> Obstacle or) Trap trait.  |  |                      |   |
| When you would discard a weapon that has the Knife trait for its power, you may recharge it ( <input type="checkbox"/> or put it on top of your deck) instead.  |  |                      |   |
| <input type="checkbox"/> On your combat check that has the Knife trait, add 1 ( <input type="checkbox"/> 2) for each die rolled.  |  |                      |   |
| <input type="checkbox"/> When you encounter a card, before you act, you may recharge a card to draw a random card that has the Knife and Ranged ( <input type="checkbox"/> and Magic) traits from the box. After you act, banish that weapon. |  |                      |   |
| <input type="checkbox"/> You may recharge a weapon that has the Knife and Ranged traits to add 1d4 plus its adventure deck number to a combat check by a character at another location.   |  |                      |   |

## Bladewind





# Simoun

Female Janni Rogue



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 |
| DEXTERITY  | d12  | <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 | SPELL    | — <input type="checkbox"/> 1 <input type="checkbox"/> 2 |
| DISABLE: DEXTERITY +1  |  |   | ARMOR    | 1 <input type="checkbox"/> 2                            |
| RANGED: DEXTERITY +2   |  |   | ITEM     | 3 <input type="checkbox"/> 4                            |
| CONSTITUTION   | d4   | <input type="checkbox"/> +1   | ALLY     | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 |
| INTELLIGENCE   | d8   | <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                             | BLESSING | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 |
| CRAFT: INTELLIGENCE +1   |  |   | POWERS   |   |
| PERCEPTION: INTELLIGENCE +2  |  |   |          |   |
| WISDOM   | d6   | <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                             |          |   |
| CHARISMA   | d6   | <input type="checkbox"/> +1 <input type="checkbox"/> +2   |          |   |
| HAND SIZE  | 6  | <input type="checkbox"/> 7  |          |   |
| PROFICIENT WITH  | <input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons |   |          |   |
| Reduce Electricity damage dealt to you by 2 ( <input type="checkbox"/> 4).   |  |   |          |   |
| Add your Perception skill to your check to defeat a barrier that has the ( <input type="checkbox"/> Obstacle or) Trap trait. |  |   |          |   |
| When you would discard a weapon that has the Knife trait for its power, you may recharge it instead.                         |  |   |          |   |

# Simoun

Female Janni Rogue



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 |
| DEXTERITY  | d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 | SPELL  | — <input type="checkbox"/> 1 <input type="checkbox"/> 2 |
| DISABLE: DEXTERITY +1  |   | ARMOR  | 1 <input type="checkbox"/> 2                            |
| RANGED: DEXTERITY +2   |   | ITEM   | 3 <input type="checkbox"/> 4                            |
| CONSTITUTION   | d4 <input type="checkbox"/> +1  | ALLY   | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 |
| INTELLIGENCE   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              | BLESSING                                     | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 |
| CRAFT: INTELLIGENCE +1   |   | <div>Lightning Thief</div> <div>POWERS</div> |   |
| PERCEPTION: INTELLIGENCE +2  |   |  |   |
| WISDOM   | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              |  |   |
| CHARISMA   | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  |  |   |
| HAND SIZE  | 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8   |  |   |
| PROFICIENT WITH  | <input type="checkbox"/> Light Armors    Weapons  |  |   |
| Reduce Electricity damage dealt to you by 2 ( <input type="checkbox"/> 4).   |   |  |   |
| Add your Perception skill to your check to defeat a barrier that has the ( <input type="checkbox"/> Obstacle or) Trap trait.   |   |  |   |
| When you would discard a weapon that has the Knife trait ( <input type="checkbox"/> or discard, bury, or banish a boon that has the Electricity trait) for its power, you may recharge it instead.   |   |  |   |
| <input type="checkbox"/> You may automatically acquire ( <input type="checkbox"/> and gain the skill ARCANES: INTELLIGENCE +2 while playing or when you would banish) a boon that has the Electricity ( <input type="checkbox"/> or Cold) trait. |   |  |   |
| <input type="checkbox"/> During your exploration, you may evade your encounter. If you do, move and ( <input type="checkbox"/> you may) end your turn.   |   |  |   |
| <input type="checkbox"/> When you move, you may examine the top card of your location deck. If it is a monster, you may encounter it; add 1d6 and the Electricity trait to your checks to defeat.  |   |  |   |

## Lightning Thief



Female Human Kineticist



Played by:

PFS Number:



Yoon

| SKILLS  |   | CARDS    | FT: BLESSING   |
|---|---|----------|--|
| STRENGTH  | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              | WEAPON   | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4                            |
| DEXTERITY   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              | SPELL    | —  |
| ACROBATICS: DEXTERITY +1  |   | ARMOR    | 1 <input type="checkbox"/> 2   |
| STEALTH: DEXTERITY +2   |   | ITEM     | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4                            |
| CONSTITUTION  | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 | ALLY     | 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6                            |
| FORTITUDE: CONSTITUTION +2  |   | BLESSING | 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 |
| INTELLIGENCE  | d6 <input type="checkbox"/> +1  |          |  |
| WISDOM  | d4 <input type="checkbox"/> +1  |          |  |
| CHARISMA  | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              |          |  |
|   |   |          |  |
| POWERS  |   |          |  |
| HAND SIZE   | 5 <input type="checkbox"/> 6  |          |  |
| PROFICIENT WITH   | Light Armors <input type="checkbox"/> Weapons   |          |  |
| You may recharge ( <input type="checkbox"/> or shuffle into your deck) a blessing to add your Fortitude skill and the Fire trait to your combat check. You may additionally discard any number of cards to add 1d6 ( <input type="checkbox"/> 1d8) for each card discarded. |   |          |  |
| When you are dealt Acid, Cold, Electricity, or Fire damage, you may reveal a card that has a trait matching that type to reduce the damage by 3.  |   |          |  |
| At the end of your turn, you may recharge a blessing from your discard pile.  |   |          |  |

Female Human Kineticist



Played by:

PFS Number:



Yoon

| SKILLS   |   | CARDS       | FT: BLESSING   |
|--|---|-------------|--|
| STRENGTH   | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              | WEAPON      | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4                            |
| DEXTERITY  | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              | SPELL       | —  |
| ACROBATICS: DEXTERITY +1   |   | ARMOR       | 1 <input type="checkbox"/> 2   |
| STEALTH: DEXTERITY +2  |   | ITEM        | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4                            |
| CONSTITUTION   | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 | ALLY        | 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6                            |
| FORTITUDE: CONSTITUTION +2   |   | BLESSING    | 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 |
| INTELLIGENCE   | d6 <input type="checkbox"/> +1  | Firestarter |  |
| WISDOM   | d4 <input type="checkbox"/> +1  |             |  |
| CHARISMA   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              |             |  |
| POWERS   |   |             |  |
| HAND SIZE  | 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7   |             |  |
| PROFICIENT WITH  | Light Armors <input type="checkbox"/> Weapons   |             |  |
| You may recharge ( <input type="checkbox"/> or shuffle into your deck) a blessing ( <input type="checkbox"/> or a card that has the Fire trait) to add your Fortitude skill and the Fire trait to your combat check ( <input type="checkbox"/> or your check to defeat a barrier). You may additionally discard any number of cards to add 1d6 ( <input type="checkbox"/> 1d8) for each card discarded ( <input type="checkbox"/> and another 1d6 if any of the discarded cards has the Fire trait). |   |             |  |
| When you are dealt Acid, Cold, Electricity, or Fire damage, you may reveal a card that has a trait matching that type to reduce the damage by 3.   |   |             |  |
| At the end of your turn, you may recharge a blessing from your discard pile.   |   |             |  |
| <input type="checkbox"/> You may recharge a card to add 1d10 to your Charisma ( <input type="checkbox"/> or Disable) non-combat check.   |   |             |  |
| <input type="checkbox"/> You may bury an ally to evade your encounter ( <input type="checkbox"/> or to reduce damage dealt to you to 0).   |   |             |  |



Female Human Kineticist



Played by:

PFS Number:



Yoon

| SKILLS  |   | CARDS    | FT: BLESSING   |
|---|---|----------|--|
| STRENGTH  | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              | WEAPON   | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4                            |
| DEXTERITY   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              | SPELL    | —  |
| ACROBATICS: DEXTERITY +1  |   | ARMOR    | 1 <input type="checkbox"/> 2   |
| STEALTH: DEXTERITY +2   |   | ITEM     | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4                            |
| CONSTITUTION  | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 | ALLY     | 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6                            |
| FORTITUDE: CONSTITUTION +2  |   | BLESSING | 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 |
| INTELLIGENCE  | d6 <input type="checkbox"/> +1  |          |  |
| WISDOM  | d4 <input type="checkbox"/> +1  |          |  |
| CHARISMA  | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              |          |  |
|   |   |          |  |
| POWERS  |   |          |  |
| HAND SIZE   | 5 <input type="checkbox"/> 6  |          |  |
| PROFICIENT WITH   | Light Armors <input type="checkbox"/> Weapons   |          |  |
| You may recharge ( <input type="checkbox"/> or shuffle into your deck) a blessing to add your Fortitude skill and the Fire trait to your combat check. You may additionally discard any number of cards to add 1d6 ( <input type="checkbox"/> 1d8) for each card discarded. |   |          |  |
| When you are dealt Acid, Cold, Electricity, or Fire damage, you may reveal a card that has a trait matching that type to reduce the damage by 3.  |   |          |  |
| At the end of your turn, you may recharge a blessing from your discard pile.  |   |          |  |

Female Human Kineticist



Played by:

PFS Number:



Yoon

| SKILLS   |   | CARDS            | FT: BLESSING   |
|--|---|------------------|--|
| STRENGTH   | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              | WEAPON           | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4                            |
| DEXTERITY  | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              | SPELL            | —  |
| ACROBATICS: DEXTERITY +1   |   | ARMOR            | 1 <input type="checkbox"/> 2   |
| STEALTH: DEXTERITY +2  |   | ITEM             | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4                            |
| CONSTITUTION   | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 | ALLY             | 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6                            |
| FORTITUDE: CONSTITUTION +2   |   | BLESSING         | 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 |
| INTELLIGENCE   | d6 <input type="checkbox"/> +1  | Pan-Elementalist |  |
| WISDOM   | d4 <input type="checkbox"/> +1  |                  |  |
| CHARISMA   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              |                  |  |
|  |   |                  |  |
| POWERS   |   |                  |  |
| HAND SIZE  | 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7   |                  |  |
| PROFICIENT WITH  | Light Armors <input type="checkbox"/> Weapons   |                  |  |
| You may recharge ( <input type="checkbox"/> or shuffle into your deck) a blessing to add your Fortitude skill and the Fire ( <input type="checkbox"/> or Acid, Cold, or Electricity) trait to your combat check. You may additionally discard any number of cards to add 1d6 ( <input type="checkbox"/> 1d8) for each card discarded ( <input type="checkbox"/> and add each card's traits). |   |                  |  |
| When you are dealt Acid, Cold, Electricity, or Fire damage, you may reveal a card that has a trait matching that type to reduce the damage by 3 ( <input type="checkbox"/> 5).   |   |                  |  |
| At the end of your turn, you may recharge a blessing from your discard pile.   |   |                  |  |
| <input type="checkbox"/> Add 1d4 ( <input type="checkbox"/> 1d6) to your check for each of the following traits that it invokes: Acid, Cold, Electricity, and Fire.  |   |                  |  |
| <input type="checkbox"/> At the start of your turn, you may exchange a card in your hand with a card in your discard pile that has the Acid, Cold, Electricity, or Fire trait ( <input type="checkbox"/> or a blessing).   |   |                  |  |

Pan-Elementalist



# Zadim

## Male Human Slayer



Played by:  
PFS Number:



| SKILLS  |  | CARDS    | FT: WEAPON  |
|---|--|----------|---|
| STRENGTH  | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 | WEAPON   | 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 |
| MELEE: STRENGTH +2  |  | SPELL    | —   |
| DEXTERITY   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 | ARMOR    | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 |
| ACROBATICS: DEXTERITY +2  |  | ITEM     | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 |
| STEALTH: DEXTERITY +2   |  | ALLY     | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 |
| CONSTITUTION  | d8 <input type="checkbox"/> +1   | BLESSING | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 |
| INTELLIGENCE  | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                             | POWERS   |   |
| CRAFT: INTELLIGENCE +1  |  |          |   |
| WISDOM  | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2   |          |   |
| CHARISMA  | d4 <input type="checkbox"/> +1   |          |   |
| HAND SIZE   | 5 <input type="checkbox"/> 6   |          |   |
| PROFICIENT WITH   | Light Armors                      Weapons  |          |   |
| You may recharge a card to examine the top card of your location deck.  |  |          |   |
| You may recharge a card to add your Intelligence skill ( <input type="checkbox"/> +2) to your check that invokes the Poison ( <input type="checkbox"/> or Acid or Undead) trait.    |  |          |   |
| You may discard ( <input type="checkbox"/> or recharge) a weapon that does not have the 2-Handed trait to add your Stealth skill to a combat check by a character at your location. |  |          |   |

# Zadim

## Male Human Slayer



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 |
| MELEE: STRENGTH +2   |  | <b>SPELL</b>                         | —   |
| <b>DEXTERITY</b>   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 | <b>ARMOR</b>                         | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 |
| ACROBATICS: DEXTERITY +2   |  | <b>ITEM</b>                          | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 |
| STEALTH: DEXTERITY +2  |  | <b>ALLY</b>                          | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 |
| <b>CONSTITUTION</b>  | d8 <input type="checkbox"/> +1   | <b>BLESSING</b>                      | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 |
| <b>INTELLIGENCE</b>  | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                             | <h1>Executioner</h1> <h2>POWERS</h2> |   |
| CRAFT: INTELLIGENCE +1   |  |                                      |   |
| <b>WISDOM</b>  | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2   |                                      |   |
| <b>CHARISMA</b>  | d4 <input type="checkbox"/> +1   |                                      |   |
| <b>HAND SIZE</b>   | 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7  |                                      |   |
| <b>PROFICIENT WITH</b>   | Light Armors                      Weapons  |                                      |   |
| You may recharge a card to examine the top ( <input type="checkbox"/> or bottom) card of your location deck.   |  |                                      |   |
| You may recharge a card to add your Intelligence skill ( <input type="checkbox"/> +2) to your check that invokes the Poison ( <input type="checkbox"/> or Acid or Undead) ( <input type="checkbox"/> or Obstacle or Trap) trait. |  |                                      |   |
| You may discard ( <input type="checkbox"/> or recharge) a weapon that does not have the 2-Handed trait to add your Stealth skill ( <input type="checkbox"/> +2) to a combat check by a character at your location.               |  |                                      |   |
| <input type="checkbox"/> When an item that has the Poison trait requires you to banish or bury a card from your hand or deck, you may discard ( <input type="checkbox"/> or recharge) it instead.                                |  |                                      |   |
| <input type="checkbox"/> You may ignore a monster's immunity to the Poison trait.  |  |                                      |   |
| <input type="checkbox"/> After you attempt a combat check against a monster, you may use the result of that check for any subsequent combat checks against that monster during the encounter.                                    |  |                                      |   |





# Zadim

## Male Human Slayer



Played by:  
PFS Number:



| SKILLS  |  | CARDS    | FT: WEAPON  |
|---|--|----------|---|
| STRENGTH  | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 | WEAPON   | 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 |
| MELEE: STRENGTH +2  |  | SPELL    | —   |
| DEXTERITY   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 | ARMOR    | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 |
| ACROBATICS: DEXTERITY +2  |  | ITEM     | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 |
| STEALTH: DEXTERITY +2   |  | ALLY     | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 |
| CONSTITUTION  | d8 <input type="checkbox"/> +1   | BLESSING | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 |
| INTELLIGENCE  | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                             | POWERS   |   |
| CRAFT: INTELLIGENCE +1  |  |          |   |
| WISDOM  | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2   |          |   |
| CHARISMA  | d4 <input type="checkbox"/> +1   |          |   |
| HAND SIZE   | 5 <input type="checkbox"/> 6   |          |   |
| PROFICIENT WITH   | Light Armors                      Weapons  |          |   |
| You may recharge a card to examine the top card of your location deck.  |  |          |   |
| You may recharge a card to add your Intelligence skill ( <input type="checkbox"/> +2) to your check that invokes the Poison ( <input type="checkbox"/> or Acid or Undead) trait.    |  |          |   |
| You may discard ( <input type="checkbox"/> or recharge) a weapon that does not have the 2-Handed trait to add your Stealth skill to a combat check by a character at your location. |  |          |   |

# Zadim

## Male Human Slayer



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 |
| MELEE: STRENGTH +2   |  | <b>SPELL</b>    | —   |
| <b>DEXTERITY</b>   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 | <b>ARMOR</b>    | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 |
| ACROBATICS: DEXTERITY +2   |  | <b>ITEM</b>     | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 |
| STEALTH: DEXTERITY +2  |  | <b>ALLY</b>     | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 |
| <b>CONSTITUTION</b>  | d8 <input type="checkbox"/> +1   | <b>BLESSING</b> | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 |
| <b>INTELLIGENCE</b>  | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                             | <b>Outrider</b> |   |
| CRAFT: INTELLIGENCE +1   |  |                 |   |
| <b>WISDOM</b>  | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2   | <b>POWERS</b>   |   |
| <b>CHARISMA</b>  | d4 <input type="checkbox"/> +1   |                 |   |
| <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  |                 |   |
| You may recharge a card to examine the top card ( <input type="checkbox"/> or top 2 cards) of your location deck.  |  |                 |   |
| You may recharge a card to add your Intelligence skill ( <input type="checkbox"/> +2) to your check that invokes the Poison ( <input type="checkbox"/> or Acid or Undead) trait ( <input type="checkbox"/> or is against a card that has the Trigger trait). |  |                 |   |
| You may discard ( <input type="checkbox"/> or recharge) ( <input type="checkbox"/> or shuffle into your deck) a weapon that does not have the 2-Handed trait to add your Stealth skill to a combat check by a character at your location.                    |  |                 |   |
| <input type="checkbox"/> When you defeat a monster, you may examine the top card of your location deck. ( <input type="checkbox"/> Then you may put it under the top card of its deck.)  |  |                 |   |
| <input type="checkbox"/> When another character encounters a bane that has the Poison or Trigger trait, you may move to that character's location.   |  |                 |   |



# Ahmoteep

## Female Human Magus



Played by:

PFS Number:

| SKILLS   | CARDS   | FT: STAFF TRAIT |
|--|---|-----------------|
| <b>STRENGTH</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3<br>MELEE: STRENGTH +2   | <b>WEAPON</b> 2 <input type="checkbox"/> 3  |                 |
| <b>DEXTERITY</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | <b>SPELL</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 |                 |
| <b>CONSTITUTION</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2   | <b>ARMOR</b> 1 <input type="checkbox"/> 2   |                 |
| <b>INTELLIGENCE</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4<br>ARCANE: INTELLIGENCE +2   | <b>ITEM</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5                             |                 |
| <b>WISDOM</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2   | <b>ALLY</b> 2 <input type="checkbox"/> 3  |                 |
| <b>CHARISMA</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2<br>DIPLOMACY: CHARISMA +2   | <b>BLESSING</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5                         |                 |
| POWERS   |   |                 |
| <b>HAND SIZE</b> 6 <input type="checkbox"/> 7  |   |                 |
| <b>PROFICIENT WITH</b> Light Armors Weapons  |   |                 |
| On your check ( <input type="checkbox"/> or a check by another character at your location), after the roll, you may discard ( <input type="checkbox"/> or recharge) a card to add or subtract 2 from the result. |   |                 |
| When you would discard a spell for a power on a card that has the Staff trait, you may recharge it instead.  |   |                 |
| You may recharge a card that has the Staff trait to add 1d8 to your combat check ( <input type="checkbox"/> and you may add the Fire trait).   |   |                 |

# Ahmoteep

## Female Human Magus



Played by:

PFS Number:

| SKILLS   | CARDS   | FT: STAFF TRAIT |
|--|---|-----------------|
| <b>STRENGTH</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3<br>MELEE: STRENGTH +2   | <b>WEAPON</b> 2 <input type="checkbox"/> 3  |                 |
| <b>DEXTERITY</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | <b>SPELL</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 |                 |
| <b>CONSTITUTION</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2   | <b>ARMOR</b> 1 <input type="checkbox"/> 2   |                 |
| <b>INTELLIGENCE</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4<br>ARCANE: INTELLIGENCE +2   | <b>ITEM</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5                             |                 |
| <b>WISDOM</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2   | <b>ALLY</b> 2 <input type="checkbox"/> 3  |                 |
| <b>CHARISMA</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2<br>DIPLOMACY: CHARISMA +2   | <b>BLESSING</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5                         |                 |
| POWERS   |   |                 |
| <b>HAND SIZE</b> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9  |   |                 |
| <b>PROFICIENT WITH</b> Light Armors Weapons  |   |                 |
| On your check ( <input type="checkbox"/> or a check by another character at your location), after the roll, you may discard ( <input type="checkbox"/> or recharge) a card to add or subtract 2 ( <input type="checkbox"/> or the card's adventure deck number) from the result. |   |                 |
| When you would discard a spell for a power on a card that has the Staff trait, you may recharge it ( <input type="checkbox"/> or put it on top of your deck) instead.  |   |                 |
| You may recharge a card that has the Staff trait to add 1d8 to your combat check ( <input type="checkbox"/> and you may add the Fire trait).   |   |                 |
| <input type="checkbox"/> On your check, after the roll, you may discard a card to remove or reroll any 1 die ( <input type="checkbox"/> or any 2 dice); take the new result.   |   |                 |
| <input type="checkbox"/> You may discard ( <input type="checkbox"/> or recharge) a spell to draw a spell from your discard pile.   |   |                 |

## Eldritch Scion





# Ahmoteep

Female Human Magus



Played by:

PFS Number:

# Ahmoteep

Female Human Magus



Played by:

PFS Number:

| SKILLS   | CARDS   | FT: STAFF TRAIT |
|--|---|-----------------|
| <b>STRENGTH</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3<br>MELEE: STRENGTH +2   | <b>WEAPON</b> 2 <input type="checkbox"/> 3  |                 |
| <b>DEXTERITY</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | <b>SPELL</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 |                 |
| <b>CONSTITUTION</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2   | <b>ARMOR</b> 1 <input type="checkbox"/> 2   |                 |
| <b>INTELLIGENCE</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4<br>ARCANE: INTELLIGENCE +2   | <b>ITEM</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5                             |                 |
| <b>WISDOM</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2   | <b>ALLY</b> 2 <input type="checkbox"/> 3  |                 |
| <b>CHARISMA</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2<br>DIPLOMACY: CHARISMA +2   | <b>BLESSING</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5                         |                 |
| POWERS   |   |                 |
| <b>HAND SIZE</b> 6 <input type="checkbox"/> 7  |   |                 |
| <b>PROFICIENT WITH</b> Light Armors Weapons  |   |                 |
| On your check ( <input type="checkbox"/> or a check by another character at your location), after the roll, you may discard ( <input type="checkbox"/> or recharge) a card to add or subtract 2 from the result. |   |                 |
| When you would discard a spell for a power on a card that has the Staff trait, you may recharge it instead.  |   |                 |
| You may recharge a card that has the Staff trait to add 1d8 to your combat check ( <input type="checkbox"/> and you may add the Fire trait).   |   |                 |

| SKILLS   | CARDS   | FT: STAFF TRAIT |
|--|---|-----------------|
| <b>STRENGTH</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3<br>MELEE: STRENGTH +2   | <b>WEAPON</b> 2 <input type="checkbox"/> 3  |                 |
| <b>DEXTERITY</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | <b>SPELL</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 |                 |
| <b>CONSTITUTION</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2   | <b>ARMOR</b> 1 <input type="checkbox"/> 2   |                 |
| <b>INTELLIGENCE</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4<br>ARCANE: INTELLIGENCE +2   | <b>ITEM</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5                             |                 |
| <b>WISDOM</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2   | <b>ALLY</b> 2 <input type="checkbox"/> 3  |                 |
| <b>CHARISMA</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2<br>DIPLOMACY: CHARISMA +2   | <b>BLESSING</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5                         |                 |
| POWERS   |   |                 |
| <b>HAND SIZE</b> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8   |   |                 |
| <b>PROFICIENT WITH</b> Light Armors Weapons  |   |                 |
| On your check ( <input type="checkbox"/> or a check by another character at your location), after the roll, you may discard ( <input type="checkbox"/> or recharge) a card to add or subtract 2 from the result.   |   |                 |
| When you would discard a spell ( <input type="checkbox"/> or any card) for a power on a card that has the Staff trait, you may recharge it instead.  |   |                 |
| You may recharge a card that has the Staff trait ( <input type="checkbox"/> or a spell) to add 1d8 ( <input type="checkbox"/> 1d12) to your combat check ( <input type="checkbox"/> and you may add the Fire trait).   |   |                 |
| <input type="checkbox"/> At the start of your turn, you may discard ( <input type="checkbox"/> or recharge); a card that has the Staff trait to draw a card that has the Staff trait from your discard pile. ( <input type="checkbox"/> When using the power, you may treat cards that have the Fire trait as if they have the Staff trait.) |   |                 |
| <input type="checkbox"/> When you attempt a Diplomacy or Knowledge check, you may recharge a card to add its adventure deck number.  |   |                 |





For this and other game aids, visit  
<http://www.esg-labs.com/>

# Channa Ti!

Female Half-Elf Druid



Played by:

PFS Number:

| SKILLS  |   | CARDS    | FT: SPELL   |
|---|---|----------|---|
| STRENGTH  | d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2                              | WEAPON   | 1 <input type="checkbox"/> 2                            |
| DEXTERITY   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3  | SPELL    | 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 |
| CONSTITUTION  | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3  | ARMOR    | 1 <input type="checkbox"/> 2                            |
| INTELLIGENCE  | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2                              | ITEM     | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 |
| CRAFT: INTELLIGENCE +3  |   | ALLY     | 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 |
| WISDOM  | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 | BLESSING | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 |
| DIVINE: WISDOM +2   |   |          |   |
| SURVIVAL: WISDOM +2   |   |          |   |
| CHARISMA  | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2                              |          |   |
| POWERS  |   |          |   |
| HAND SIZE   | 6 <input type="checkbox"/> 7  |          |   |
| PROFICIENT WITH   | Light Armors  |          |   |
| You may discard a card to add 1d8 to your check that invokes the Acid or Cold ( <input type="checkbox"/> or Electricity or Poison) trait.   |   |          |   |
| You may recharge a card that has the Liquid or Magic ( <input type="checkbox"/> or Divine) trait to reduce Acid or Fire ( <input type="checkbox"/> or Poison) damage dealt to you to 0. |   |          |   |
| When you would discard an ally that has the Animal or Elemental trait for its power, you may recharge it instead.   |   |          |   |

# Channa Ti!

Female Half-Elf Druid



Played by:

PFS Number:

| SKILLS  |   | CARDS    | FT: SPELL   |
|---|---|----------|---|
| STRENGTH  | d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | WEAPON   | 1 <input type="checkbox"/> 2                            |
| DEXTERITY   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3  | SPELL    | 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 |
| CONSTITUTION  | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3  | ARMOR    | 1 <input type="checkbox"/> 2                            |
| INTELLIGENCE  | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2<br>CRAFT: INTELLIGENCE +3  | ITEM     | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 |
| WISDOM  | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3<br>DIVINE: WISDOM +2<br>SURVIVAL: WISDOM +2 | ALLY     | 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 |
| CHARISMA  | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | BLESSING | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 |
| Tsunami Caster  |   |          |   |
| POWERS  |   |          |   |
| HAND SIZE   | 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8   |          |   |
| PROFICIENT WITH   | Light Armors  |          |   |
| You may discard a card to add 1d8 to your check that invokes the Acid or Cold ( <input type="checkbox"/> or Electricity or Poison) ( <input type="checkbox"/> or Fire or Liquid) trait. ( <input type="checkbox"/> If you acquire or defeat the card, you may recharge a card that has the Liquid trait or a random card from your discard pile.) |   |          |   |
| You may recharge a card that has the Liquid or Magic ( <input type="checkbox"/> or Divine) trait to reduce Acid or Fire ( <input type="checkbox"/> or Poison) damage dealt to you to 0.   |   |          |   |
| When you would discard an ally that has the Animal or Elemental trait ( <input type="checkbox"/> or any ally) for its power, you may recharge it instead.   |   |          |   |
| <input type="checkbox"/> You may discard any number of cards that have the Acid, Cold, or Liquid trait to add 1d8 to each card discarded to your combat check ( <input type="checkbox"/> or a combat check by another character at your location.)  |   |          |   |
| <input type="checkbox"/> When you are dealt damage ( <input type="checkbox"/> or another character at your location is dealt damage), you may bury any number of cards from your discard pile to reduce the damage dealt by 2 for each card buried.   |   |          |   |

## Tsunami Caster





# Channa Ti!

Female Half-Elf Druid



Played by:

PFS Number:

| SKILLS  |  | CARDS    | FT: SPELL |
|---|--|----------|-----------|
| STRENGTH  | d4 □ +1 □ +2   | WEAPON   | 1 □ 2     |
| DEXTERITY   | d8 □ +1 □ +2 □ +3  | SPELL    | 5 □ 6 □ 7 |
| CONSTITUTION  | d8 □ +1 □ +2 □ +3  | ARMOR    | 1 □ 2     |
| INTELLIGENCE  | d6 □ +1 □ +2<br>CRAFT: INTELLIGENCE +3                         | ITEM     | 2 □ 3 □ 4 |
| WISDOM  | d10 □ +1 □ +2 □ +3<br>DIVINE: WISDOM +2<br>SURVIVAL: WISDOM +2 | ALLY     | 4 □ 5 □ 6 |
| CHARISMA  | d6 □ +1 □ +2   | BLESSING | 2 □ 3 □ 4 |
| POWERS  |  |          |           |
| HAND SIZE   | 6 □ 7  |          |           |
| PROFICIENT WITH   | Light Armors   |          |           |
| You may discard a card to add 1d8 to your check that invokes the Acid or Cold (□ or Electricity or Poison) trait.                       |  |          |           |
| You may recharge a card that has the Liquid or Magic (□ or Divine) trait to reduce Acid or Fire (□ or Poison) damage dealt to you to 0. |  |          |           |
| When you would discard an ally that has the Animal or Elemental trait for its power, you may recharge it instead.                       |  |          |           |

# Channa Ti!

Female Half-Elf Druid



Played by:

PFS Number:

| SKILLS  |  | CARDS    | FT: SPELL |
|---|--|----------|-----------|
| STRENGTH  | d4 □ +1 □ +2   | WEAPON   | 1 □ 2     |
| DEXTERITY   | d8 □ +1 □ +2 □ +3  | SPELL    | 5 □ 6 □ 7 |
| CONSTITUTION  | d8 □ +1 □ +2 □ +3  | ARMOR    | 1 □ 2     |
| INTELLIGENCE  | d6 □ +1 □ +2<br>CRAFT: INTELLIGENCE +3                         | ITEM     | 2 □ 3 □ 4 |
| WISDOM  | d10 □ +1 □ +2 □ +3<br>DIVINE: WISDOM +2<br>SURVIVAL: WISDOM +2 | ALLY     | 4 □ 5 □ 6 |
| CHARISMA  | d6 □ +1 □ +2   | BLESSING | 2 □ 3 □ 4 |
| POWERS  |  |          |           |
| HAND SIZE   | 6 □ 7  |          |           |
| PROFICIENT WITH   | Light Armors □ Weapons   |          |           |
| You may discard (□ or recharge) a card to add 1d8 to your check that invokes the Acid or Cold (□ or Electricity or Poison) trait.   |  |          |           |
| You may recharge a card that has the Liquid or Magic (□ or Divine) trait to reduce Acid or Fire (□ or Poison) damage dealt to you (□ or a character at your location) to 0. |  |          |           |
| When you would discard an ally that has the Animal or Elemental trait for its power, you may recharge it instead.   |  |          |           |
| □ At the end of your turn, another (□ or any) character at your location may recharge a random card from his discard pile.  |  |          |           |
| □ You may discard a card that has the Liquid trait to banish a card that has the Curse trait displayed next to the deck of a character at your (□ or any) location.         |  |          |           |
| □ You may recharge a card to add your Survival skill to your Diplomacy check. If the card you recharge has the Liquid trait, add another 1d8.                               |  |          |           |

## Oasis Caller





# Dreilm

Male Half-Orc Cleric



Played by:

PFS Number:

| SKILLS  |   | CARDS        |   | FT: WEAPON |  |
|---|---|--------------|---|------------|--|
| STRENGTH  | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 | WEAPON       | 3 <input type="checkbox"/> 4                            |            |  |
| MELEE: STRENGTH +2  |   | SPELL        | 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 |            |  |
| DEXTERITY   | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | ARMOR        | 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 |            |  |
| CONSTITUTION  | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              | ITEM         | 2 <input type="checkbox"/> 3                            |            |  |
| INTELLIGENCE  | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | ALLY         | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 |            |  |
| WISDOM  | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              | BLESSING     | 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 |            |  |
| DISABLE: WISDOM +2  |   |              |   |            |  |
| DIVINE: WISDOM +3   |   |              |   |            |  |
| CHARISMA  | d6 <input type="checkbox"/> +1  |              |   |            |  |
| POWERS  |   |              |   |            |  |
| HAND SIZE   | 5 <input type="checkbox"/> 6  |              |   |            |  |
| PROFICIENT WITH   | Light Armors  | Heavy Armors | Weapons   |            |  |
| When you visit a trader, display an additional card on that trader.   |   |              |   |            |  |
| On your check against a card that has the Obstacle ( <input type="checkbox"/> or Trap) trait, you may add your Divine skill.  |   |              |   |            |  |
| <input type="checkbox"/> When you would discard a blessing that has the Abadar ( <input type="checkbox"/> or Wadjet) trait to add dice to a check, you may recharge it instead. |   |              |   |            |  |

# Dreilm

Male Half-Orc Cleric



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 | <b>WEAPON</b>      | 3 <input type="checkbox"/> 4                            |
| 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>       | 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                              | <b>ITEM</b>        | 2 <input type="checkbox"/> 3                            |
| <b>INTELLIGENCE</b>   | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | <b>ALLY</b>        | 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 |
| <b>WISDOM</b>   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              | <b>BLESSING</b>    | 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 |
| DISABLE: WISDOM +2<br>DIVINE: WISDOM +3   |   | <h1>Keymaster</h1> |   |
| <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  | Heavy Armors       | Weapons   |
| When you visit a trader, display an additional card on that trader.   |   |                    |   |
| On your check against a card that has the Obstacle ( <input type="checkbox"/> or Trap) trait, you may add your Divine skill.  |   |                    |   |
| <input type="checkbox"/> When you would discard a blessing that has the Abadar ( <input type="checkbox"/> or Wadjet) trait to add dice to a check ( <input type="checkbox"/> or to explore your location), you may recharge it instead ( <input type="checkbox"/> and add 1 additional die).  |   |                    |   |
| <input type="checkbox"/> After you defeat a barrier with the Obstacle ( <input type="checkbox"/> or Trap) trait on your exploration, you may explore your location.   |   |                    |   |
| <input type="checkbox"/> At the start of your turn, you may discard the top card of ( <input type="checkbox"/> or any number of cards from) your deck to allow a character at your location to recharge a random card from her discard pile for each card discarded. ( <input type="checkbox"/> Characters gain this power while at your location.) |   |                    |   |





# Dreilm

Male Half-Orc Cleric



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<br>MELEE: STRENGTH +2                       | <b>WEAPON</b> 3 <input type="checkbox"/> 4                              |            |
| <b>DEXTERITY</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2   | <b>SPELL</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>ARMOR</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4    |            |
| <b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | <b>ITEM</b> 2 <input type="checkbox"/> 3                                |            |
| <b>WISDOM</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3<br>DISABLE: WISDOM +2<br>DIVINE: WISDOM +3                                 | <b>ALLY</b> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3     |            |
| <b>CHARISMA</b> d6 <input type="checkbox"/> +1  | <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 Heavy Armors Weapons  |   |            |
| When you visit a trader, display an additional card on that trader.   |   |            |
| On your check against a card that has the Obstacle ( <input type="checkbox"/> or Trap) trait, you may add your Divine skill.  |   |            |
| <input type="checkbox"/> When you would discard a blessing that has the Abadar ( <input type="checkbox"/> or Wadjet) trait to add dice to a check, you may recharge it instead. |   |            |

# Dreilm

Male Half-Orc Cleric



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<br>MELEE: STRENGTH +2  | <b>WEAPON</b> 3 <input type="checkbox"/> 4                              |            |
| <b>DEXTERITY</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | <b>SPELL</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>ARMOR</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4    |            |
| <b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2   | <b>ITEM</b> 2 <input type="checkbox"/> 3                                |            |
| <b>WISDOM</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3<br>DISABLE: WISDOM +2<br>DIVINE: WISDOM +3  | <b>ALLY</b> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3     |            |
| <b>CHARISMA</b> d6 <input type="checkbox"/> +1   | <b>BLESSING</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 |            |
| POWERS   | <b>Vaultkeeper</b>  |            |
| <b>HAND SIZE</b> 5 <input type="checkbox"/> 6  |   |            |
| <b>PROFICIENT WITH</b> Light Armors Heavy Armors Weapons   |   |            |
| When you visit a trader, display an additional card on that trader.  |   |            |
| On your check against a card that has the Obstacle ( <input type="checkbox"/> or Trap) ( <input type="checkbox"/> or Lock) trait, you may add your Divine skill.   |   |            |
| <input type="checkbox"/> When you would discard a blessing that has the Abadar ( <input type="checkbox"/> or Wadjet) trait to add dice to a check, you may recharge it instead.  |   |            |
| <input type="checkbox"/> Add 1d6 to your check to acquire a boon ( <input type="checkbox"/> then you may give it to another character) or your check to close a location. ( <input type="checkbox"/> You may automatically fulfill the requirements to temporarily close your location.) |   |            |
| <input type="checkbox"/> When you defeat ( <input type="checkbox"/> or a character at your location defeats) a card that has the Lock or Trap trait, you may examine the top 3 cards of your location deck and put them back in any order.   |   |            |
| <input type="checkbox"/> When you encounter a card, before you act, you may recharge a card that has the Abadar ( <input type="checkbox"/> or Divine) trait to draw a random weapon, armor, or item from the box. After you act, banish that card.                                       |   |            |





# Mavaro

Male Human Occultist



Played by:  
PFS Number:



| SKILLS   |   | CARDS    |   | FT: NONE                                      |  |
|--|---|----------|---|---|--|
| STRENGTH   | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | WEAPON   | — <input type="checkbox"/> 1  |   |  |
| DEXTERITY  | d6 <input type="checkbox"/> +1  | SPELL    | — <input type="checkbox"/> 1  |   |  |
| CONSTITUTION   | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | ARMOR    | — <input type="checkbox"/> 1  |   |  |
| INTELLIGENCE   | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 | ITEM     | 9 <input type="checkbox"/> 10 <input type="checkbox"/> 11 <input type="checkbox"/> 12 <input type="checkbox"/> 13 |   |  |
| DISABLE: INTELLIGENCE +2<br>KNOWLEDGE: INTELLIGENCE +2   |   | ALLY     | 2 <input type="checkbox"/> 3  |   |  |
| WISDOM   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              | BLESSING | 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6   | May treat weapons, spells, & armors as items. |  |
| PERCEPTION: WISDOM +2  |   |          |   |   |  |
| CHARISMA   | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  |          |   |   |  |
| POWERS   |   |          |   |   |  |
| HAND SIZE  | 6 <input type="checkbox"/> 7  |          |   |   |  |
| PROFICIENT WITH  | Light Armors <input type="checkbox"/> Weapons   |          |   |   |  |
| You may discard a card to add 1 die to your check ( <input type="checkbox"/> or to a check by another character at your location) to acquire a weapon, an armor, or an item.   |   |          |   |   |  |
| You may display a card to gain all skills listed on the check to acquire for that card equal to your Intelligence skill until the end of the turn. ( <input type="checkbox"/> You may also add any of that card's traits to your checks during this turn.) At the end of the turn, recharge the displayed cards. |   |          |   |   |  |

# Mavaro

Male Human Occultist



Played by:  
PFS Number:



| SKILLS   |   | CARDS   | FT: NONE  |
|--|---|---|---|
| STRENGTH   | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | WEAPON  | — <input type="checkbox"/> 1  |
| DEXTERITY  | d6 <input type="checkbox"/> +1  | SPELL   | — <input type="checkbox"/> 1  |
| CONSTITUTION   | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | ARMOR   | — <input type="checkbox"/> 1  |
| INTELLIGENCE   | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4<br>DISABLE: INTELLIGENCE +2<br>KNOWLEDGE: INTELLIGENCE +2 | ITEM  | 9 <input type="checkbox"/> 10 <input type="checkbox"/> 11 <input type="checkbox"/> 12 <input type="checkbox"/> 13 |
| WISDOM   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3<br>PERCEPTION: WISDOM +2   | ALLY  | 2 <input type="checkbox"/> 3  |
| CHARISMA   | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | BLESSING                                      | 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6   |
|  |   | May treat weapons, spells, & armors as items. |   |
| Acquisitor   |   |   |   |
| POWERS   |   |   |   |
| HAND SIZE  | 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8   |   |   |
| PROFICIENT WITH  | Light Armors <input type="checkbox"/> Heavy Armors <input type="checkbox"/> Weapons   |   |   |
| You may discard ( <input type="checkbox"/> or recharge) a card to add 1 die to your check ( <input type="checkbox"/> or to a check by another character at your location) to acquire a weapon, an armor, or an item.   |   |   |   |
| You may display a card to gain all skills listed on the check to acquire for that card equal to your Intelligence skill until the end of the turn. ( <input type="checkbox"/> You may also add any of that card's traits to your checks during this turn.) At the end of the turn, recharge the displayed cards. |   |   |   |
| <input type="checkbox"/> After you acquire a weapon, an armor, or an item on the first exploration of your turn ( <input type="checkbox"/> or any exploration), you may discard a card to explore your location.   |   |   |   |
| <input type="checkbox"/> Before you reset your hand, you may set aside any number of items; return them to your hand after you reset it.   |   |   |   |
| <input type="checkbox"/> On your Intelligence check, after the roll, you may bury ( <input type="checkbox"/> or discard) a weapon, an armor, or an item to add or subtract 3.  |   |   |   |

## Acquisitor





# Mavaro

Male Human Occultist



Played by:

PFS Number:



| SKILLS   |   | CARDS   |   | FT: NONE |  |
|--|---|---|---|----------|--|
| STRENGTH   | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | WEAPON  | — <input type="checkbox"/> 1  |          |  |
| DEXTERITY  | d6 <input type="checkbox"/> +1  | SPELL   | — <input type="checkbox"/> 1  |          |  |
| CONSTITUTION   | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | ARMOR   | — <input type="checkbox"/> 1  |          |  |
| INTELLIGENCE   | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 | ITEM  | 9 <input type="checkbox"/> 10 <input type="checkbox"/> 11 <input type="checkbox"/> 12 <input type="checkbox"/> 13 |          |  |
| DISABLE: INTELLIGENCE +2   |   | ALLY  | 2 <input type="checkbox"/> 3  |          |  |
| KNOWLEDGE: INTELLIGENCE +2   |   | BLESSING                                      | 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6   |          |  |
| WISDOM   | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              | May treat weapons, spells, & armors as items. |   |          |  |
| PERCEPTION: WISDOM +2  |   |   |   |          |  |
| CHARISMA   | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  |   |   |          |  |
| POWERS   |   |   |   |          |  |
| HAND SIZE  | 6 <input type="checkbox"/> 7  |   |   |          |  |
| PROFICIENT WITH  | Light Armors <input type="checkbox"/> Weapons   |   |   |          |  |
| You may discard a card to add 1 die to your check ( <input type="checkbox"/> or to a check by another character at your location) to acquire a weapon, an armor, or an item.   |   |   |   |          |  |
| You may display a card to gain all skills listed on the check to acquire for that card equal to your Intelligence skill until the end of the turn. ( <input type="checkbox"/> You may also add any of that card's traits to your checks during this turn.) At the end of the turn, recharge the displayed cards. |   |   |   |          |  |

# Mavaro

Male Human Occultist



Played by:

PFS Number:



| SKILLS  |   | CARDS   | FT: NONE  |
|---|---|---|---|
| STRENGTH  | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | WEAPON  | — <input type="checkbox"/> 1  |
| DEXTERITY   | d6 <input type="checkbox"/> +1  | SPELL   | — <input type="checkbox"/> 1  |
| CONSTITUTION  | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  | ARMOR   | — <input type="checkbox"/> 1  |
| INTELLIGENCE  | d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 | ITEM  | 9 <input type="checkbox"/> 10 <input type="checkbox"/> 11 <input type="checkbox"/> 12 <input type="checkbox"/> 13 |
| DISABLE: INTELLIGENCE +2  |   | ALLY  | 2 <input type="checkbox"/> 3  |
| KNOWLEDGE: INTELLIGENCE +2  |   | BLESSING                                      | 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6   |
| WISDOM  | d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3                              | May treat weapons, spells, & armors as items. |   |
| PERCEPTION: WISDOM +2   |   | <h1>Channeler</h1>                            |   |
| CHARISMA  | d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2  |   |   |
| POWERS  |   |   |   |
| HAND SIZE   | 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8   |   |   |
| PROFICIENT WITH   | Light Armors <input type="checkbox"/> Weapons   |   |   |
| You may discard a card to add 1 die to your check ( <input type="checkbox"/> or to a check by another character at your location) to acquire a weapon, an armor, or an item ( <input type="checkbox"/> or a spell).   |   |   |   |
| You may display a card to gain all skills listed on the check to acquire for that card equal to your Intelligence skill until the end of the turn. ( <input type="checkbox"/> You may also add any of that card's traits to your checks during this turn.) At the end of the turn, recharge the displayed cards ( <input type="checkbox"/> then you may shuffle your deck). |   |   |   |
| <input type="checkbox"/> During your encounter with a bane, you may recharge a weapon, an armor, or an item that has the Magic trait to summon and play a random spell that has the Attack trait and an adventure deck number less than that of the current scenario ( <input type="checkbox"/> and shares a trait of your choice with the card you are recharging).        |   |   |   |
| <input type="checkbox"/> You gain the skill ARCANE: INTELLIGENCE +1 ( <input type="checkbox"/> and the skill DIVINE: INTELLIGENCE +1).  |   |   |   |
| <input type="checkbox"/> On your Intelligence check, after the roll, you may discard an item to reroll the dice; take the new result.   |   |   |   |

## Channeler

