

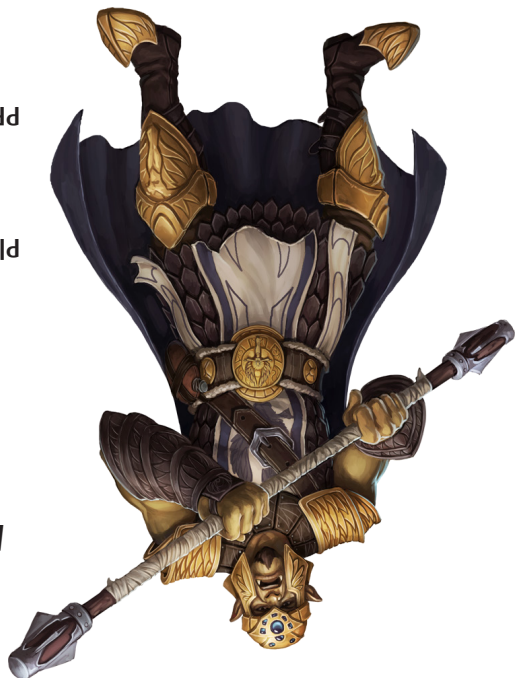


# Koren

## Male Half-Orc Paladin



Played by:  
PFS Number:



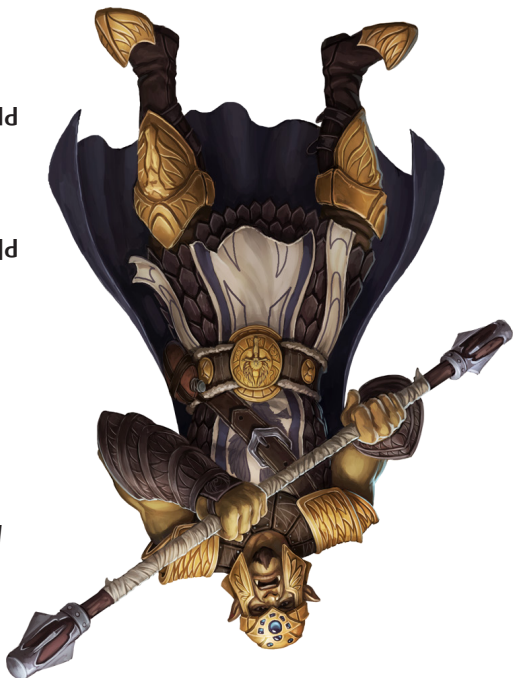
SKILLS		CARDS		FT: SPELL OR ARMOR	
<b>STRENGTH</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>WEAPON</b>	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	<b>SPELL</b>	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
MELEE: STRENGTH +2		<b>ARMOR</b>	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	<b>ITEM</b>	2 <input type="checkbox"/> 3
<b>DEXTERITY</b>	d4 <input type="checkbox"/> +1	<b>ALLY</b>	— <input type="checkbox"/> 1	<b>BLESSING</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
<b>CONSTITUTION</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
FORTITUDE: CONSTITUTION +2					
<b>INTELLIGENCE</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
<b>WISDOM</b>	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4				
<b>CHARISMA</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3				
DIVINE: CHARISMA +3					
POWERS					
<b>HAND SIZE</b>	5 <input type="checkbox"/> 6				
<b>PROFICIENT WITH</b>	Light Armors                      Heavy Armors                      Weapons				
When another character at your location is dealt damage, you may recharge an armor to reduce that damage by 2 ( <input type="checkbox"/> 3).					
You may discard the top card of your deck to add 1d6 ( <input type="checkbox"/> +1) to any check by another character at your location. If that card is an armor ( <input type="checkbox"/> or a blessing), you may recharge it instead of discarding it.					

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PFS Number:



SKILLS	CARDS	FT: SPELL OR ARMOR
<b>STRENGTH</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 MELEE: STRENGTH +2	<b>WEAPON</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	<b>SPELL</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
<b>DEXTERITY</b> d4 <input type="checkbox"/> +1	<b>ARMOR</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	<b>ITEM</b> 2 <input type="checkbox"/> 3
<b>CONSTITUTION</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +2	<b>ALLY</b> — <input type="checkbox"/> 1	<b>BLESSING</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<h1>Gilded Fist</h1>	
<b>WISDOM</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4		
<b>CHARISMA</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIVINE: CHARISMA +3		
<b>POWERS</b>		
<b>HAND SIZE</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
<b>PROFICIENT WITH</b> Light Armors Heavy Armors Weapons		
When another character at your location is dealt damage, you may recharge an armor to reduce that damage by 2 ( <input type="checkbox"/> 3). ( <input type="checkbox"/> If that damage is dealt by a bane that has the Undead trait, you may reveal that armor instead of recharging it.)		
You may discard the top card of your deck to add 1d6 ( <input type="checkbox"/> +1) to ( <input type="checkbox"/> your check or) any check by another character at your location. If that card is an armor ( <input type="checkbox"/> or a blessing) ( <input type="checkbox"/> or a spell), you may recharge it instead of discarding it.		
<input type="checkbox"/> Add 1d8 and the Magic trait to your check against a bane that has the Undead trait.		
<input type="checkbox"/> When you play a blessing on another character's check against a bane, you may recharge that blessing instead of discarding it. ( <input type="checkbox"/> If the bane has the Undead trait, you may put that blessing on top of your deck instead of discarding it.)		
<input type="checkbox"/> You may treat any power that has the word Undead on this card or on any card you play as if it has the word Aberration or Outsider instead.		

## Gilded Fist

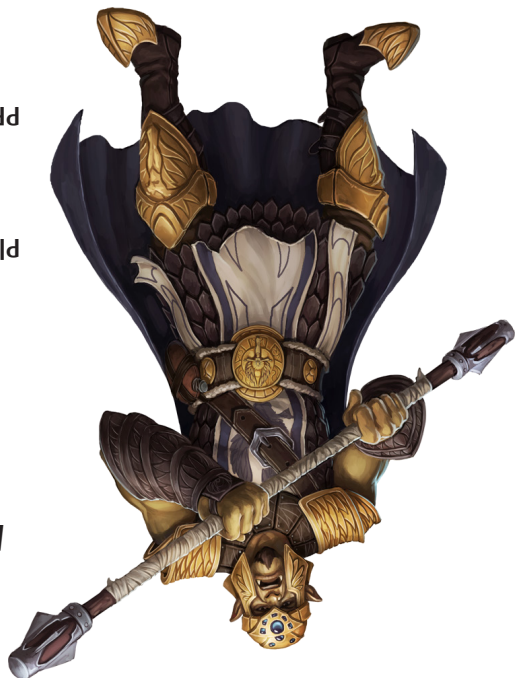


# Koren

## Male Half-Orc Paladin



Played by:  
PFS Number:



SKILLS		CARDS		FT: SPELL OR ARMOR	
<b>STRENGTH</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>WEAPON</b>	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	<b>SPELL</b>	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
MELEE: STRENGTH +2		<b>ARMOR</b>	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	<b>ITEM</b>	2 <input type="checkbox"/> 3
<b>DEXTERITY</b>	d4 <input type="checkbox"/> +1	<b>ALLY</b>	— <input type="checkbox"/> 1	<b>BLESSING</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
<b>CONSTITUTION</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
FORTITUDE: CONSTITUTION +2					
<b>INTELLIGENCE</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
<b>WISDOM</b>	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4				
<b>CHARISMA</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3				
DIVINE: CHARISMA +3					
POWERS					
<b>HAND SIZE</b>	5 <input type="checkbox"/> 6				
<b>PROFICIENT WITH</b>	Light Armors                      Heavy Armors                      Weapons				
When another character at your location is dealt damage, you may recharge an armor to reduce that damage by 2 ( <input type="checkbox"/> 3).					
You may discard the top card of your deck to add 1d6 ( <input type="checkbox"/> +1) to any check by another character at your location. If that card is an armor ( <input type="checkbox"/> or a blessing), you may recharge it instead of discarding it.					

# Koren

## Male Half-Orc Paladin



Played by:  
PFS Number:



SKILLS	CARDS	FT: SPELL OR ARMOR
<b>STRENGTH</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 MELEE: STRENGTH +2	<b>WEAPON</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	<b>SPELL</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
<b>DEXTERITY</b> d4 <input type="checkbox"/> +1	<b>ARMOR</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	<b>ITEM</b> 2 <input type="checkbox"/> 3
<b>CONSTITUTION</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +2	<b>ALLY</b> — <input type="checkbox"/> 1	<b>BLESSING</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>Unflagging Companion</b>	
<b>WISDOM</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4		
<b>CHARISMA</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIVINE: CHARISMA +3		
<b>POWERS</b>		
<b>HAND SIZE</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
<b>PROFICIENT WITH</b> Light Armors Heavy Armors Weapons		
When another character at your location is dealt damage, you may recharge an armor to reduce that damage by 2 ( <input type="checkbox"/> 3).		
You may discard the top card of your deck to add 1d6 ( <input type="checkbox"/> +1) to ( <input type="checkbox"/> your check or) any check by another character at your location. If that card is an armor ( <input type="checkbox"/> or a blessing), you may recharge it instead of discarding it. ( <input type="checkbox"/> If the character succeeds at the check, she may recharge a random card from her discard pile.)		
<input type="checkbox"/> After another character moves from your location, you may discard ( <input type="checkbox"/> or recharge) a card to move to that character's location.		
<input type="checkbox"/> At the start or end of your turn, if a bane is displayed next to the deck of another character at your location, you may display it next to your deck instead.		
<input type="checkbox"/> When a character at your location fails to acquire a boon, you may recharge ( <input type="checkbox"/> or reveal) a blessing; she evades the boon and you immediately encounter it.		

## Unflagging Companion



## Female Gnome Paladin

# Raz



Played by:

PFS Number:



SKILLS		CARDS		FT: ALLY
<b>STRENGTH</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<b>WEAPON</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
MELLEE: STRENGTH +2		<b>SPELL</b>	— <input type="checkbox"/> 1	
<b>DEXTERITY</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ARMOR</b>	3 <input type="checkbox"/> 4	
<b>CONSTITUTION</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b>	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
<b>INTELLIGENCE</b>	d4 <input type="checkbox"/> +1	<b>ALLY</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
<b>WISDOM</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>BLESSING</b>	3 <input type="checkbox"/> 4	
DIVINE: WISDOM +1				
<b>CHARISMA</b>	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4			
DIPLOMACY: CHARISMA +2				
POWERS				
<b>HAND SIZE</b>	4 <input type="checkbox"/> 5			
<b>PROFICIENT WITH</b>	Light Armors	Heavy Armors	Weapons	
You may discard the top card of your deck to add 1d6 ( <input type="checkbox"/> +1) to your check. If that card has the Mount trait, you may recharge it instead.				
When you attempt a check to acquire a weapon or an armor ( <input type="checkbox"/> or an item or an ally) you may use your Diplomacy skill instead of any listed skill.				
When a character at another location encounters a monster, you may bury ( <input type="checkbox"/> or discard) a card that has the Mount trait to allow that character to evade the monster; you then move to that location and encounter it.				

## Female Gnome Paladin

# Raz



Played by:

PFS Number:



SKILLS		CARDS		FT: ALLY
<b>STRENGTH</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<b>WEAPON</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
MELLEE: STRENGTH +2		<b>SPELL</b>	— <input type="checkbox"/> 1	
<b>DEXTERITY</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ARMOR</b>	3 <input type="checkbox"/> 4	
<b>CONSTITUTION</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b>	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
<b>INTELLIGENCE</b>	d4 <input type="checkbox"/> +1	<b>ALLY</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
<b>WISDOM</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>BLESSING</b>	3 <input type="checkbox"/> 4	
DIVINE: WISDOM +1				
<b>CHARISMA</b>	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4			
DIPLOMACY: CHARISMA +2				
POWERS				
<b>HAND SIZE</b>	4 <input type="checkbox"/> 5			
<b>PROFICIENT WITH</b>	Light Armors	Heavy Armors	Weapons	
You may discard the top card of your deck to add 1d6 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) ( <input type="checkbox"/> +3) to your check. If that card has the Mount trait, you may recharge it instead.				
When you attempt a check to acquire a weapon or an armor ( <input type="checkbox"/> or an item or an ally) you may use your Diplomacy skill instead of any listed skill.				
When a character at another location encounters a monster, you may bury ( <input type="checkbox"/> or discard) a card that has the Mount trait to allow that character to evade the monster; you then move to that location and encounter it.				
<input type="checkbox"/> At the start ( <input type="checkbox"/> or end) of your turn, you may discard a card from your hand to draw a card that has the Mount trait from your discard pile.				
<input type="checkbox"/> Add 2 ( <input type="checkbox"/> 4) to your check that has or is against a card that has the Polearm trait.				
<input type="checkbox"/> When you would bury an armor for its power, you may discard ( <input type="checkbox"/> or recharge) it instead.				

## Dog Rider Knight



Female Gnome Paladin

Raz



Played by:

PFS Number:



SKILLS		CARDS	FT: ALLY
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
MELLEE: STRENGTH +2		SPELL	— <input type="checkbox"/> 1
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	3 <input type="checkbox"/> 4
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
INTELLIGENCE	d4 <input type="checkbox"/> +1	ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	3 <input type="checkbox"/> 4
DIVINE: WISDOM +1			
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4		
DIPLOMACY: CHARISMA +2			
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5		
PROFICIENT WITH	Light Armors Heavy Armors Weapons		
You may discard the top card of your deck to add 1d6 ( <input type="checkbox"/> +1) to your check. If that card has the Mount trait, you may recharge it instead.			
When you attempt a check to acquire a weapon or an armor ( <input type="checkbox"/> or an item or an ally) you may use your Diplomacy skill instead of any listed skill.			
When a character at another location encounters a monster, you may bury ( <input type="checkbox"/> or discard) a card that has the Mount trait to allow that character to evade the monster; you then move to that location and encounter it.			

Female Gnome Paladin

Raz



Played by:

PFS Number:



SKILLS		CARDS	FT: ALLY
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
MELLEE: STRENGTH +2		SPELL	— <input type="checkbox"/> 1
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	3 <input type="checkbox"/> 4
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
INTELLIGENCE	d4 <input type="checkbox"/> +1	ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	3 <input type="checkbox"/> 4
DIVINE: WISDOM +1			
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4		
DIPLOMACY: CHARISMA +2			
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
PROFICIENT WITH	Light Armors Heavy Armors Weapons		
You may discard the top card of your deck to add 1d6 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) to your check. If that card has the Mount trait, you may recharge it instead.			
When you attempt a check to acquire a weapon or an armor ( <input type="checkbox"/> or an item or an ally) you may use your Diplomacy skill instead of any listed skill.			
When a character at another location encounters a monster ( <input type="checkbox"/> or a weapon or an armor), you may bury ( <input type="checkbox"/> or discard) a card that has the Mount trait to allow that character to evade that card; you then move to that location and encounter it.			
<input type="checkbox"/> You may recharge a card that has the Mount trait to give a card to another character ( <input type="checkbox"/> and that character may give you a card). This power may not be used during an encounter.			
<input type="checkbox"/> When you acquire ( <input type="checkbox"/> or a character at your location acquires) a weapon or an armor ( <input type="checkbox"/> or a spell or an item), you may exchange it for a random card of the same type from the box.			

Fair Trader





# Seelah

Female Human Paladin



Played by:  
PFS Number:



SKILLS		CARDS		FT: SPELL OR ITEM	
<b>STRENGTH</b>	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<b>WEAPON</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	<b>SPELL</b>	1 <input type="checkbox"/> 2
MELEE: STRENGTH +2		<b>ARMOR</b>	3 <input type="checkbox"/> 4	<b>ITEM</b>	1 <input type="checkbox"/> 2
<b>DEXTERITY</b>	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ALLY</b>	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	<b>BLESSING</b>	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
<b>CONSTITUTION</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
<b>INTELLIGENCE</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
<b>WISDOM</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3				
DIVINE: WISDOM +1					
<b>CHARISMA</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
DIPLOMACY: CHARISMA +3					
POWERS					
<b>HAND SIZE</b>	5 <input type="checkbox"/> 6				
<b>PROFICIENT WITH</b>	Light Armors    Heavy Armors    Weapons				
At the start of your ( <input type="checkbox"/> or any) turn, you may choose another character at your location, then discard a card. That character shuffles 2 ( <input type="checkbox"/> 3) random cards from his discard pile into his deck.					
At the start of your turn, you may examine the top card of your location deck. If it is a boon, put it on the bottom of the deck ( <input type="checkbox"/> and add 1d6 to your next check this turn).					

# Seelah

Female Human Paladin



Played by:  
PFS Number:



SKILLS	CARDS		FT: SPELL OR ITEM	
<b>STRENGTH</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +2	<b>WEAPON</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
<b>DEXTERITY</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>SPELL</b>	1 <input type="checkbox"/> 2		
<b>CONSTITUTION</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ARMOR</b>	3 <input type="checkbox"/> 4		
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b>	1 <input type="checkbox"/> 2		
<b>WISDOM</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIVINE: WISDOM +1	<b>ALLY</b>	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
<b>CHARISMA</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 DIPLOMACY: CHARISMA +3	<b>BLESSING</b>	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
Faith Healer				
POWERS				
<b>HAND SIZE</b>	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7			
<b>PROFICIENT WITH</b>	Light Armors	Heavy Armors	Weapons	
At the start of your ( <input type="checkbox"/> or any) turn, you may choose another character at your location, then discard a card. That character shuffles 2 ( <input type="checkbox"/> 3) random cards from his discard pile into his deck. ( <input type="checkbox"/> Then you may draw a card.)				
At the start of your turn, you may examine the top card of your location deck. If it is a boon, ( <input type="checkbox"/> encounter it or) put it on the bottom of the deck ( <input type="checkbox"/> and add 1d6 to your next check this turn).				
<input type="checkbox"/> When you would discard a card that has the Healing or Iomedae trait for its power, you may reveal a card that has the Divine trait to recharge it instead of discarding it.				
<input type="checkbox"/> When a character at your location attempts a check before he acts, add 2 ( <input type="checkbox"/> 4).				
<input type="checkbox"/> At the start of another character's turn, you may recharge a blessing to move that character to your location. That character may not move during his move step.				
<input type="checkbox"/> When a character at your location does not defeat a non-villain bane he encounters, you may recharge a card to put that bane on top of your location deck.				

## Faith Healer





# Seelah

## Female Human Paladin



Played by:  
PFS Number:



SKILLS					CARDS		FT: SPELL OR ITEM					
STRENGTH		d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4	WEAPON		4	<input type="checkbox"/> 5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
MELEE: STRENGTH +2							SPELL		1	<input type="checkbox"/> 2		
DEXTERITY		d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2			ARMOR		3	<input type="checkbox"/> 4		
CONSTITUTION		d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2			ITEM		1	<input type="checkbox"/> 2		
INTELLIGENCE		d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2			ALLY		3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	
WISDOM		d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3		BLESSING		3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	
DIVINE: WISDOM +1												
CHARISMA		d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2								
DIPLOMACY: CHARISMA +3												
POWERS												
HAND SIZE		5	<input type="checkbox"/> 6									
PROFICIENT WITH		Light Armors			Heavy Armors			Weapons				
At the start of your ( <input type="checkbox"/> or any) turn, you may choose another character at your location, then discard a card. That character shuffles 2 ( <input type="checkbox"/> 3) random cards from his discard pile into his deck.												
At the start of your turn, you may examine the top card of your location deck. If it is a boon, put it on the bottom of the deck ( <input type="checkbox"/> and add 1d6 to your next check this turn).												

# Seelah

## Female Human Paladin



Played by:  
PFS Number:



SKILLS		CARDS		FT: SPELL OR ITEM	
<b>STRENGTH</b>	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<b>WEAPON</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
MELEE: STRENGTH +2		<b>SPELL</b>	1 <input type="checkbox"/> 2		
<b>DEXTERITY</b>	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ARMOR</b>	3 <input type="checkbox"/> 4		
<b>CONSTITUTION</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b>	1 <input type="checkbox"/> 2		
<b>INTELLIGENCE</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ALLY</b>	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
<b>WISDOM</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>BLESSING</b>	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
DIVINE: WISDOM +1		<h1>Light of the Sword</h1>			
<b>CHARISMA</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
DIPLOMACY: CHARISMA +3					
POWERS					
<b>HAND SIZE</b>	5 <input type="checkbox"/> 6				
<b>PROFICIENT WITH</b>	Light Armors                      Heavy Armors                      Weapons				
At the start of your ( <input type="checkbox"/> or any) turn, you may choose another character at your location, then discard a card. That character shuffles 2 ( <input type="checkbox"/> 3) random cards from his discard pile into his deck.					
At the start of your turn, you may examine the top card of your location deck. If it is a boon, ( <input type="checkbox"/> you may) put it on the bottom of the deck ( <input type="checkbox"/> and add 1d6 to your next check this turn).					
<input type="checkbox"/> Add 2 ( <input type="checkbox"/> 4) to your combat check that has the Sword trait; you may discard ( <input type="checkbox"/> or recharge) a card to add another 1d8 and the Fire and Magic traits.					
<input type="checkbox"/> At the end of your turn, you may exchange a card in your hand for a weapon ( <input type="checkbox"/> or a spell) in your discard pile.					
<input type="checkbox"/> At the start of each turn, you may recharge a card that has the Sword trait ( <input type="checkbox"/> or put it on top of your deck) to examine the top card of your location deck.					

## Light of the Sword

## WEAPONS

___ Battle Aspergillum (B)	___ Cold Iron Longsword (1)	___ Spellsword +2 (4)
___ Heavy Pick (B) <sup>B</sup>	___ Lance +1 (1)	___ Frost Lance +2 (5)
___ Lance (B) x2	___ Cold Iron Mace +1 (2)	___ Spellbreaker (5)
___ Longspear (B) <sup>B</sup>	___ Lance of Jousting (2)	___ Mace of Smiting (6)
___ Longsword (B) <sup>B</sup> x3	___ Longsword +2 (3)	___ Sunsword (6)
___ Mace (B) <sup>B</sup>	___ Shocking Lance +1 (3)	___
___ Quarterstaff (B) <sup>B</sup>	___ Demonbane Longsword +2 (4)	___

## SPELLS

___ Abeyance (B)	___ Weapon of Awe (2)	___ Mass Cure (4)
___ Detect Evil (B) <sup>B</sup>	___ Cure (2) <sup>B</sup>	___ Burst of Glory (5)
___ Sagacity (B) <sup>B</sup>	___ Renewal (2)	___ Righteousness (5)
___ Sanctuary (B) <sup>B</sup>	___ Consecrate (3)	___ Invoke (6)
___ Strength (B) <sup>B</sup>	___ Refuge (3)	___ Recast (6)
___ Protect (1)	___ Divine Fortune (4)	___

## ARMORS

___ Chain Mail (B) <sup>B</sup>	___ Eagle Knight	___ Ebon Thorn (4)
___ Full Plate (B)	___ Dress Uniform (1)	___ Adamantine Plate Armor (5)
___ Helm (B) <sup>B</sup>	___ Helm of the Valkyrie (1)	___ Fortified Breastplate (5)
___ Magic Scale Mail (B)	___ Fortified Shell Armor (2)	___ Fortress Shield (6)
___ Scale Mail (B) <sup>B</sup>	___ Spiked Plate (3)	___
___ Wooden Shield (B) <sup>B</sup>	___ Black Dragonhide Breastplate (4)	___

## ITEMS

___ Book of the Loremaster (B) <sup>B</sup>	___ Almanac (1)	___ Boomcrown (4)
___ Holy Water Grenade (B) <sup>B</sup>	___ Knight's Pennon (2)	___ Ring of Reflection (6)
___ Horn of Battle Clarity (B)	___ Whetstone (3)	___ Iron Shackles (6)
___ Portable Altar (B)	___ Demon Hunter's Handbook (3)	___
___ Sage's Journal (B) <sup>B</sup>	___	___

## ALLIES

___ Athlete (B) <sup>B</sup>	___ Retriever (1)	___ Pegasus (5)
___ Caravan Guard (B)	___ Scribe (2)	___ Sacred Killer (5)
___ Recruit (B) <sup>B</sup>	___ Warhorse (2)	___ Clockwork Dragonling (6)
___ Researcher (B) <sup>B</sup>	___ Mountain Dog (3)	___ Griffon (6)
___ Riding Horse (B) <sup>B</sup> x2	___ Varisian Illusionist (3)	___
___ Teamster (B) <sup>B</sup>	___ Pit Gladiator (4)	___
___ Grizzled Mercenary (1)	___ Merchant Lord (4)	___

## BLESSINGS

___ Blessing of Iomedae (B)	___ Blessing of Pulura (1)	___ Blessing of Norgorber (4) x2
___ Blessing of Sarenrae (B)	___ Blessing of Sarenrae (2)	___ Blessing of Gozreh (5)
___ Blessing of the Gods (B) <sup>B</sup> x3	___ Blessing of Iomedae (3)	___ Blessing of the Inheritor (6) x2
___ Blessing of Iomedae (1)	___ Blessing of Sarenrae (3)	___

## WEAPONS

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___ Heavy Pick (B) <sup>B</sup>	___ Lance +1 (1)	___ Frost Lance +2 (5)
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___ Researcher (B) <sup>B</sup>	___ Mountain Dog (3)	___ Griffon (6)
___ Riding Horse (B) <sup>B</sup> x2	___ Varisian Illusionist (3)	___
___ Teamster (B) <sup>B</sup>	___ Pit Gladiator (4)	___
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___ Blessing of the Gods (B) <sup>B</sup> x3	___ Blessing of Iomedae (3)	___ Blessing of the Inheritor (6) x2
___ Blessing of Iomedae (1)	___ Blessing of Sarenrae (3)	___