



# Lesath

Male Human Rogue



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	— <input type="checkbox"/> 1
ACROBATICS: DEXTERITY +2		ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
STEALTH: DEXTERITY +2		ITEM	3 <input type="checkbox"/> 4
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ALLY	3 <input type="checkbox"/> 4
FORTITUDE: CONSTITUTION +2		BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
INTELLIGENCE	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
CHARISMA	d6 <input type="checkbox"/> +1		
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
PROFICIENT WITH	<input type="checkbox"/> Light Armors    Weapons		
For your check that has or is against a card that has the Finesse trait, gain the skill MELEE: DEXTERITY +1.			
When you defeat a monster and would banish it, you may display it instead. Before you attempt a combat check, you may recharge a card to add a number of d6 ( <input type="checkbox"/> +1) equal to your number of displayed monsters. At the end of your turn, banish your displayed monsters.			

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SKILLS		CARDS	FT: WEAPON
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	— <input type="checkbox"/> 1
ACROBATICS: DEXTERITY +2		ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
STEALTH: DEXTERITY +2		ITEM	3 <input type="checkbox"/> 4
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ALLY	3 <input type="checkbox"/> 4
FORTITUDE: CONSTITUTION +2		BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
INTELLIGENCE	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	Dervish	
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
CHARISMA	d6 <input type="checkbox"/> +1		
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	<input type="checkbox"/> Light Armors    Weapons		
For your check that has or is against a card that has the Finesse trait, gain the skill MELEE: DEXTERITY +1.			
When you defeat a monster and would banish it, you may display it instead. Before you attempt a combat check, you may recharge a card to add a number of d6 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) ( <input type="checkbox"/> +3) equal to your number of displayed monsters. At the end of your turn, banish your displayed monsters.			
<input type="checkbox"/> You gain the skill SURVIVAL ( <input type="checkbox"/> and DIVINE): WISDOM +2.			
<input type="checkbox"/> You may recharge a card that has the Divine trait to examine the top ( <input type="checkbox"/> or bottom) card of any location deck.			
<input type="checkbox"/> If you defeat a monster while you are the only character at your location, you may discard a card to explore again.			

# Dervish



# Lesath

Male Human Rogue



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PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	— <input type="checkbox"/> 1
ACROBATICS: DEXTERITY +2		ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
STEALTH: DEXTERITY +2		ITEM	3 <input type="checkbox"/> 4
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ALLY	3 <input type="checkbox"/> 4
FORTITUDE: CONSTITUTION +2		BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
INTELLIGENCE	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
CHARISMA	d6 <input type="checkbox"/> +1		
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
PROFICIENT WITH	<input type="checkbox"/> Light Armors    Weapons		
For your check that has or is against a card that has the Finesse trait, gain the skill MELEE: DEXTERITY +1.			
When you defeat a monster and would banish it, you may display it instead. Before you attempt a combat check, you may recharge a card to add a number of d6 ( <input type="checkbox"/> +1) equal to your number of displayed monsters. At the end of your turn, banish your displayed monsters.			

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Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	— <input type="checkbox"/> 1
ACROBATICS: DEXTERITY +2		ARMOR	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
STEALTH: DEXTERITY +2		ITEM	3 <input type="checkbox"/> 4
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ALLY	3 <input type="checkbox"/> 4
FORTITUDE: CONSTITUTION +2		BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
INTELLIGENCE	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	Sword Dancer	
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
CHARISMA	d6 <input type="checkbox"/> +1		
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	<input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons		
For your check that has or is against a card that has the Finesse trait, gain the skill MELEE: DEXTERITY +1 ( <input type="checkbox"/> +2).			
When you defeat a monster and would banish it, you may display it instead. Before you attempt a combat check, you may recharge a card to add a number of d6 ( <input type="checkbox"/> +1) equal to your number of displayed monsters. At the end of your turn, banish your displayed monsters.			
<input type="checkbox"/> You gain the skill PERCEPTION ( <input type="checkbox"/> and DIVINE): WISDOM +2.			
<input type="checkbox"/> You may recharge a weapon ( <input type="checkbox"/> or place it on top of your deck) to evade an encounter.			
<input type="checkbox"/> When you play a blessing on your combat check that has the Finesse trait, you may add a d12 instead of the normal die.			
<input type="checkbox"/> On your turn, you may discard 2 cards from the blessings deck to explore again.			





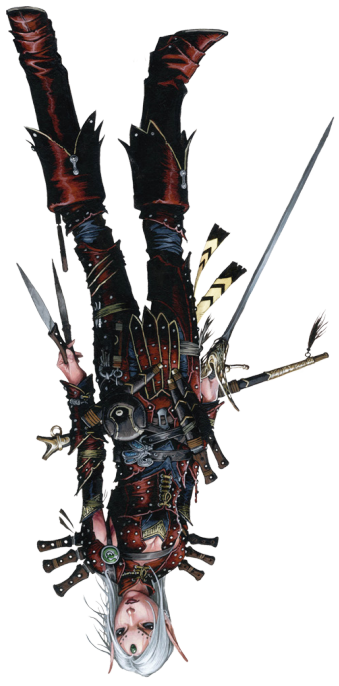
# Merisiel

Female Elf Rogue



Played by:

PFS Number:



SKILLS		CARDS	FT: ITEM
STRENGTH	d6 □ +1 □ +2	WEAPON	2 □ 3 □ 4
DEXTERITY	d12 □ +1 □ +2 □ +3 □ +4	SPELL	— □ 1
ACROBATICS: DEXTERITY +2		ARMOR	1 □ 2
RANGED: DEXTERITY +2		ITEM	5 □ 6 □ 7 □ 8
STEALTH: DEXTERITY +2		ALLY	3 □ 4 □ 5
CONSTITUTION	d6 □ +1 □ +2 □ +3	BLESSING	4 □ 5
INTELLIGENCE	d6 □ +1 □ +2		
WISDOM	d4 □ +1 □ +2		
CHARISMA	d8 □ +1 □ +2		
POWERS			
HAND SIZE	5 □ 6		
PROFICIENT WITH	Light Armors □ Weapons		
You may evade your encounter.			
If you are the only character at your location, you may recharge a card to add 1d6 (□ +1) (□ +2) to your combat check.			
For your combat check that has the Ranged trait, you may use a d10 for your Strength die.			

# Merisiel

Female Elf Rogue



Played by:

PFS Number:



SKILLS		CARDS	FT: ITEM
STRENGTH	d6 □ +1 □ +2	WEAPON	2 □ 3 □ 4
DEXTERITY	d12 □ +1 □ +2 □ +3 □ +4	SPELL	— □ 1
ACROBATICS: DEXTERITY +2		ARMOR	1 □ 2
RANGED: DEXTERITY +2		ITEM	5 □ 6 □ 7 □ 8
STEALTH: DEXTERITY +2		ALLY	3 □ 4 □ 5
CONSTITUTION	d6 □ +1 □ +2 □ +3	BLESSING	4 □ 5
INTELLIGENCE	d6 □ +1 □ +2		
WISDOM	d4 □ +1 □ +2		
CHARISMA	d8 □ +1 □ +2		
POWERS			
HAND SIZE	5 □ 6		
PROFICIENT WITH	Light Armors □ Weapons		
You may evade your encounter.			
If you are the only character at your location, you may recharge a card to add 1d6 (□ +1) (□ +2) (□ +3) to your combat check.			
For your combat check that has the Ranged trait, you may use a d10 (□ or a d12) for your Strength die.			
□ When you would discard a weapon that has the Bow (□ or Ranged) trait for its power, you may instead discard another card.			
□ You may recharge a card to add 1d4 to a combat check by a character at another location.			
□ If you begin your turn with no weapons (□ or items) in your hand, you may draw a card.			
□ When you play a blessing to add to your Dexterity check, you may recharge it instead of discarding it.			

## Crack Shot



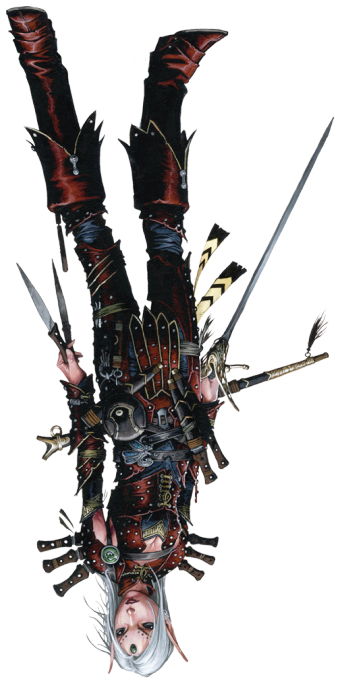
# Merisiel

Female Elf Rogue



Played by:

PFS Number:



SKILLS	CARDS	FT: ITEM
<b>STRENGTH</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>WEAPON</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>DEXTERITY</b> d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ACROBATICS: DEXTERITY +2 RANGED: DEXTERITY +2 STEALTH: DEXTERITY +2	<b>SPELL</b> — <input type="checkbox"/> 1	
<b>CONSTITUTION</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ARMOR</b> 1 <input type="checkbox"/> 2	
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
<b>WISDOM</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ALLY</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>CHARISMA</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>BLESSING</b> 4 <input type="checkbox"/> 5	
POWERS		
<b>HAND SIZE</b> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b> Light Armors <input type="checkbox"/> Weapons		
You may evade your encounter.		
If you are the only character at your location, you may recharge a card to add 1d6 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) to your combat check.		
For your combat check that has the Ranged trait, you may use a d10 for your Strength die.		

# Merisiel

Female Elf Rogue



Played by:

PFS Number:



SKILLS	CARDS	FT: ITEM
<b>STRENGTH</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>WEAPON</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>DEXTERITY</b> d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ACROBATICS: DEXTERITY +2 RANGED: DEXTERITY +2 STEALTH: DEXTERITY +2	<b>SPELL</b> — <input type="checkbox"/> 1	
<b>CONSTITUTION</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ARMOR</b> 1 <input type="checkbox"/> 2	
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
<b>WISDOM</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ALLY</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>CHARISMA</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>BLESSING</b> 4 <input type="checkbox"/> 5	
POWERS		
<b>HAND SIZE</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
<b>PROFICIENT WITH</b> Light Armors <input type="checkbox"/> Weapons		
You may evade your encounter.		
If you are the only character at your location, you may recharge a card to add 1d6 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) to your combat check.		
For your combat check that has the Ranged trait, you may use a d10 for your Strength die.		
<input type="checkbox"/> When you play a weapon and would discard ( <input type="checkbox"/> or bury) ( <input type="checkbox"/> or banish) it, you may perform the action with a blessing ( <input type="checkbox"/> or any card) instead.		
<input type="checkbox"/> When you would fail your check to acquire an item ( <input type="checkbox"/> or any boon), you may discard a card to ignore the result and reroll the dice. You must use the second result.		
<input type="checkbox"/> When you play a blessing to add to your Dexterity check, you may recharge it instead of discarding it.		

# Forger



# Olenjack

Male Dwarf Rogue



Played by:

PFS Number:



# Olenjack

Male Dwarf Rogue



Played by:

PFS Number:



SKILLS		CARDS		FT: ALLY
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
DEXTERITY	d8 <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	
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
INTELLIGENCE	d8 <input type="checkbox"/> +1	ALLY	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	
PERCEPTION: WISDOM +2				
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3			
DIPLOMACY: CHARISMA +2				
POWERS				
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7			
PROFICIENT WITH	Light Armors <input type="checkbox"/> Weapons			
You may recharge an ally to evade a bane.				
When you attempt a check, you may display any number of allies; for each ally displayed, add 1 ( <input type="checkbox"/> 2) to the check. Return the displayed allies to your hand before you reset it.				
On your turn, when you succeed at a combat check that has the Poison trait, after defeating the bane you may immediately explore again.				

SKILLS		CARDS	FT: ALLY
<b>STRENGTH</b>	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>WEAPON</b>	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
<b>DEXTERITY</b>	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<b>SPELL</b>	— <input type="checkbox"/> 1 <input type="checkbox"/> 2
DISABLE: DEXTERITY +1		<b>ARMOR</b>	1 <input type="checkbox"/> 2
<b>CONSTITUTION</b>	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ITEM</b>	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
<b>INTELLIGENCE</b>	d8 <input type="checkbox"/> +1	<b>ALLY</b>	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
PERCEPTION: WISDOM +2		<h1>Guild Leader</h1>	
<b>CHARISMA</b>	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3		
DIPLOMACY: CHARISMA +2			
POWERS			
<b>HAND SIZE</b>	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
<b>PROFICIENT WITH</b>	Light Armors <input type="checkbox"/> Weapons		
You may recharge an ally to evade a bane.			
When you attempt a check, you may display any number of allies; for each ally displayed, add 1 ( <input type="checkbox"/> 2) to the check. Return the displayed allies to your hand ( <input type="checkbox"/> or recharge them) before you reset it.			
On your turn, when you succeed at a combat check that has the Poison trait, after defeating the bane you may immediately explore again.			
<input type="checkbox"/> Add 2 ( <input type="checkbox"/> 4) to your check to acquire an ally ( <input type="checkbox"/> or a boon).			
<input type="checkbox"/> When you succeed at a Diplomacy check, you may draw a card ( <input type="checkbox"/> and recharge a card).			
<input type="checkbox"/> When you play a blessing to add to your Charisma ( <input type="checkbox"/> or Dexterity) check, you may recharge it instead of discarding it.			

## Guild Leader



# Olenjack

Male Dwarf Rogue



Played by:

PFS Number:



# Olenjack

Male Dwarf Rogue



Played by:

PFS Number:



SKILLS		CARDS	FT: ALLY
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DISABLE: DEXTERITY +1	SPELL	— <input type="checkbox"/> 1 <input type="checkbox"/> 2
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2
INTELLIGENCE	d8 <input type="checkbox"/> +1	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 PERCEPTION: WISDOM +2	ALLY	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIPLOMACY: CHARISMA +2	BLESSING	3 <input type="checkbox"/> 4
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors <input type="checkbox"/> Weapons		
You may recharge an ally to evade a bane.			
When you attempt a check, you may display any number of allies; for each ally displayed, add 1 ( <input type="checkbox"/> 2) to the check. Return the displayed allies to your hand before you reset it.			
On your turn, when you succeed at a combat check that has the Poison trait, after defeating the bane you may immediately explore again.			

SKILLS		CARDS	FT: ALLY
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
DEXTERITY	d8 <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
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
INTELLIGENCE	d8 <input type="checkbox"/> +1	ALLY	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
PERCEPTION: WISDOM +2		Spider	
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3		
DIPLOMACY: CHARISMA +2			
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH	Light Armors <input type="checkbox"/> Weapons		
You may recharge an ally to evade a bane.			
When you attempt a check, you may display any number of allies; for each ally displayed, add 1 ( <input type="checkbox"/> 2) to the check. Return the displayed allies to your hand before you reset it.			
On your turn, when you succeed at a combat check that has the Poison trait, after defeating the bane you may immediately explore again.			
<input type="checkbox"/> Reduce all Poison damage dealt to you to 0. If a card that has the Poison trait would cause you to bury a card, you may recharge that card instead.			
<input type="checkbox"/> After you reset your hand, you may discard 1 card from your hand then add 1 card that has the Poison trait from the discard pile to your hand.			
<input type="checkbox"/> When you succeed at a Perception ( <input type="checkbox"/> or Diplomacy) check, you may draw a card ( <input type="checkbox"/> and recharge a card).			
<input type="checkbox"/> When you play a blessing to add to your Dexterity ( <input type="checkbox"/> or Charisma) check, you may recharge it instead of discarding it.			

## Spider





# Wu Shen

Female Human Rogue



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
DEXTERITY	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ACROBATICS: DEXTERITY +2 DISABLE: DEXTERITY +2	SPELL	— <input type="checkbox"/> 1
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2
INTELLIGENCE	d6 <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
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 SURVIVAL: WISDOM +2	ALLY	2 <input type="checkbox"/> 3
CHARISMA	d4 <input type="checkbox"/> +1	BLESSING	4 <input type="checkbox"/> 5
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5		
PROFICIENT WITH	Light Armors <input type="checkbox"/> Weapons		
For your check that has or is against a card that has the Finesse trait, you may gain the skill MELEE: DEXTERITY +1.			
If you are the only character at your location, you may recharge a card to add 1d6 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) and the Poison trait to your combat check.			
On your turn, you may discard a card to evade a boon; you may immediately explore again.			

# Wu Shen

Female Human Rogue



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
DEXTERITY	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ACROBATICS: DEXTERITY +2 DISABLE: DEXTERITY +2	SPELL	— <input type="checkbox"/> 1
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2
INTELLIGENCE	d6 <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
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 SURVIVAL: WISDOM +2	ALLY	2 <input type="checkbox"/> 3
CHARISMA	d4 <input type="checkbox"/> +1	BLESSING	4 <input type="checkbox"/> 5
Death Whisperer			
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
PROFICIENT WITH	Light Armors <input type="checkbox"/> Weapons		
For your check that has or is against a card that has the Finesse trait, you may gain the skill MELEE: DEXTERITY +1 ( <input type="checkbox"/> +2).			
If you are the only character at your location, you may recharge a card to add 1d6 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) ( <input type="checkbox"/> +3) and the Poison trait to your combat check.			
On your turn, you may discard ( <input type="checkbox"/> or recharge) a card to evade a boon; you may immediately explore again.			
<input type="checkbox"/> When you defeat a monster by 4 or more ( <input type="checkbox"/> or 2 or more if your check has the Poison trait) you may draw 1 card ( <input type="checkbox"/> or 2 cards).			
<input type="checkbox"/> When you have fewer than 5 cards in your deck and you play a blessing, you may recharge the blessing instead of discarding it.			

## Death Whisperer



# Wu Shen

Female Human Rogue



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d4 □ +1 □ +2	WEAPON	3 □ 4 □ 5 □ 6
DEXTERITY	d12 □ +1 □ +2 □ +3 □ +4 ACROBATICS: DEXTERITY +2 DISABLE: DEXTERITY +2	SPELL	— □ 1
CONSTITUTION	d10 □ +1 □ +2	ARMOR	1 □ 2
INTELLIGENCE	d6 □ +1 □ +2 □ +3	ITEM	5 □ 6 □ 7 □ 8
WISDOM	d6 □ +1 □ +2 □ +3 SURVIVAL: WISDOM +2	ALLY	2 □ 3
CHARISMA	d4 □ +1	BLESSING	4 □ 5
POWERS			
HAND SIZE	4 □ 5		
PROFICIENT WITH	Light Armors □ Weapons		
For your check that has or is against a card that has the Finesse trait, you may gain the skill MELEE: DEXTERITY +1.			
If you are the only character at your location, you may recharge a card to add 1d6 (□ +1) (□ +2) and the Poison trait to your combat check.			
On your turn, you may discard a card to evade a boon; you may immediately explore again.			

# Wu Shen

Female Human Rogue



Played by:

PFS Number:



SKILLS		CARDS	FT: WEAPON
STRENGTH	d4 □ +1 □ +2	WEAPON	3 □ 4 □ 5 □ 6
DEXTERITY	d12 □ +1 □ +2 □ +3 □ +4 ACROBATICS: DEXTERITY +2 DISABLE: DEXTERITY +2	SPELL	— □ 1
CONSTITUTION	d10 □ +1 □ +2	ARMOR	1 □ 2
INTELLIGENCE	d6 □ +1 □ +2 □ +3	ITEM	5 □ 6 □ 7 □ 8
WISDOM	d6 □ +1 □ +2 □ +3 SURVIVAL: WISDOM +2	ALLY	2 □ 3
CHARISMA	d4 □ +1	BLESSING	4 □ 5
POWERS			
HAND SIZE	4 □ 5 □ 6		
PROFICIENT WITH	Light Armors □ Weapons		
For your check that has or is against a card that has the Finesse trait, you may gain the skill MELEE: DEXTERITY +1.			
If you are the only character at your location, you may recharge a card to add 1d6 (□ +1) (□ +2) and the Poison trait to your combat check.			
On your turn, you may discard (□ or recharge) a card to evade a boon (□ and banish it); you may immediately explore again.			
□ At the (□ start or) end of your turn, you may examine the top card of your location deck. If it is a boon, you may put it on the bottom of the deck.			
□ Add 2 (□ 4) to your check to defeat a barrier or close a location.			
□ When you play a blessing on your check to defeat a villain or henchman, add a d12 in place of the normal die.			

## Prey Stalker



## WEAPONS

___ Cutlass <b>(B)<sup>B</sup></b>	___ Animalbane Dagger +1 <b>(1)</b>	___ Giantbane Dagger +1 <b>(4)</b>
___ Dagger <b>(B)<sup>B</sup></b>	___ Deathbane Light	___ Invigorating Kukri +1 <b>(4)</b>
___ Dart <b>(B)<sup>B</sup></b>	___ Crossbow +1 <b>(1)</b>	___ Keen Rapier +3 <b>(5)</b>
___ Rapier <b>(B)<sup>B</sup></b>	___ Light Crossbow +1 <b>(2)<sup>B</sup></b>	___ Venomous Heavy
___ Shock Longbow +1 <b>(B)</b>	___ Main-Gauche +1 <b>(2)</b>	___ Crossbow +2 <b>(5)</b>
___ Shortbow <b>(B)<sup>B</sup></b>	___ Disrupting Rapier +1 <b>(3)</b>	___ Acidic Sling +3 <b>(6)</b>
___ Whip <b>(B)<sup>B</sup></b>	___ Frost Longbow +1 <b>(3)</b>	___ Returning Frost Spear +2 <b>(6)</b>
___ Acidic Whip +1 <b>(1)</b>	___ Venomous Dagger +2 <b>(3)</b>	___

## SPELLS

___ Cure <b>(B)<sup>B</sup></b>	___ Swipe <b>(3)</b>	___
___ Find Traps <b>(1)</b>	___ Speed <b>(4)</b>	___
___ Unearthly Aim <b>(2)</b>	___ Invoke <b>(5)</b>	___

## ARMORS

___ Buckler <b>(B)<sup>B</sup></b>	___ Arrow Catching	___ Sniper's Studded Leather <b>(4)</b>
___ Leather Armor <b>(B)<sup>B</sup></b>	___ Studded Leather <b>(2)</b>	___ Bolstering Armor <b>(5)</b>
___ Magic Leather Armor <b>(B)</b>	___ Magic Studded	___ Ophidian Armor <b>(6)</b>
___ Elven Chain Shirt <b>(1)</b>	___ Leather Armor <b>(3)</b>	___

## ITEMS

___ Amulet of Life <b>(B)<sup>B</sup></b>	___ Helpful Haversack <b>(1)</b>	___ Magic Spyglass <b>(4)</b>
___ Caltrops <b>(B)<sup>B</sup></b>	___ Spyglass <b>(1)</b>	___ Rabbit's Foot <b>(4)</b>
___ Emerald of Dexterity <b>(B)</b>	___ Black Marsh	___ Boots of Teleportation <b>(5)</b>
___ Ivory Dice <b>(B)</b>	___ Spider Venom <b>(2)</b>	___ Wyvern Poison <b>(5)</b>
___ Masterwork Tools <b>(B)</b>	___ Chime of Unlocking <b>(2)</b>	___ Belt of Physical Might <b>(6)</b>
___ Potion of	___ Cloak of Elvenkind <b>(2)</b>	___ Ring of Energy
___ Energy Resistance <b>(B)</b>	___ Belt of Incredible	___ Resistance <b>(6)</b>
___ Sage's Journal <b>(B)<sup>B</sup></b>	___ Dexterity <b>(3)</b>	___
___ Thieves' Tools <b>(B)<sup>B</sup></b>	___ Bloodroot Poison <b>(3)</b>	___
___ Centipede Venom <b>(1)</b>	___ Pole <b>(3)</b>	___

## ALLIES

___ Archer <b>(B)</b>	___ Grizzled Mercenary <b>(1)</b>	___ Eagle <b>(4)</b>
___ Burglar <b>(B)<sup>B</sup></b>	___ Raconteur <b>(1)</b>	___ Chevalier <b>(5)</b>
___ Carver <b>(B)<sup>B</sup></b>	___ Archer <b>(2)</b>	___ Elven Sharpshooter <b>(5)</b>
___ Guard <b>(B)<sup>B</sup></b>	___ Merchant <b>(2)</b>	___ Merren Unwin <b>(6)</b>
___ Old Salt <b>(B)</b>	___ Black Arrow Ranger <b>(3)</b>	___
___ Standard Bearer <b>(B)<sup>B</sup></b>	___ Monkey <b>(3)</b>	___
___ Troubadour <b>(B)<sup>B</sup></b>	___ Ataxian <b>(4)</b>	___

## BLESSINGS

___ Blessing of Erastil <b>(B)</b>	___ Blessing of Erastil <b>(1)</b> x2	___ Blessing of Lamashtu <b>(5)</b> x2
___ Blessing of Milani <b>(B)</b>	___ Blessing of Gozreh <b>(2)</b> x2	___ Blessing of Achaek (6)
___ Blessing of the Gods <b>(B)<sup>B</sup></b> x4	___ Blessing of Norgorber <b>(3)</b> x3	___
___ Blessing of Abadar <b>(1)</b> x2	___ Blessing of Milani <b>(4)</b> x2	___

## WEAPONS

___ Cutlass <b>(B)<sup>B</sup></b>	___ Animalbane Dagger +1 <b>(1)</b>	___ Giantbane Dagger +1 <b>(4)</b>
___ Dagger <b>(B)<sup>B</sup></b>	___ Deathbane Light	___ Invigorating Kukri +1 <b>(4)</b>
___ Dart <b>(B)<sup>B</sup></b>	___ Crossbow +1 <b>(1)</b>	___ Keen Rapier +3 <b>(5)</b>
___ Rapier <b>(B)<sup>B</sup></b>	___ Light Crossbow +1 <b>(2)<sup>B</sup></b>	___ Venomous Heavy
___ Shock Longbow +1 <b>(B)</b>	___ Main-Gauche +1 <b>(2)</b>	___ Crossbow +2 <b>(5)</b>
___ Shortbow <b>(B)<sup>B</sup></b>	___ Disrupting Rapier +1 <b>(3)</b>	___ Acidic Sling +3 <b>(6)</b>
___ Whip <b>(B)<sup>B</sup></b>	___ Frost Longbow +1 <b>(3)</b>	___ Returning Frost Spear +2 <b>(6)</b>
___ Acidic Whip +1 <b>(1)</b>	___ Venomous Dagger +2 <b>(3)</b>	___

## SPELLS

___ Cure <b>(B)<sup>B</sup></b>	___ Swipe <b>(3)</b>	___
___ Find Traps <b>(1)</b>	___ Speed <b>(4)</b>	___
___ Unearthly Aim <b>(2)</b>	___ Invoke <b>(5)</b>	___

## ARMORS

___ Buckler <b>(B)<sup>B</sup></b>	___ Arrow Catching	___ Sniper's Studded Leather <b>(4)</b>
___ Leather Armor <b>(B)<sup>B</sup></b>	___ Studded Leather <b>(2)</b>	___ Bolstering Armor <b>(5)</b>
___ Magic Leather Armor <b>(B)</b>	___ Magic Studded	___ Ophidian Armor <b>(6)</b>
___ Elven Chain Shirt <b>(1)</b>	___ Leather Armor <b>(3)</b>	___

## ITEMS

___ Amulet of Life <b>(B)<sup>B</sup></b>	___ Helpful Haversack <b>(1)</b>	___ Magic Spyglass <b>(4)</b>
___ Caltrops <b>(B)<sup>B</sup></b>	___ Spyglass <b>(1)</b>	___ Rabbit's Foot <b>(4)</b>
___ Emerald of Dexterity <b>(B)</b>	___ Black Marsh	___ Boots of Teleportation <b>(5)</b>
___ Ivory Dice <b>(B)</b>	___ Spider Venom <b>(2)</b>	___ Wyvern Poison <b>(5)</b>
___ Masterwork Tools <b>(B)</b>	___ Chime of Unlocking <b>(2)</b>	___ Belt of Physical Might <b>(6)</b>
___ Potion of	___ Cloak of Elvenkind <b>(2)</b>	___ Ring of Energy
___ Energy Resistance <b>(B)</b>	___ Belt of Incredible	___ Resistance <b>(6)</b>
___ Sage's Journal <b>(B)<sup>B</sup></b>	___ Dexterity <b>(3)</b>	___
___ Thieves' Tools <b>(B)<sup>B</sup></b>	___ Bloodroot Poison <b>(3)</b>	___
___ Centipede Venom <b>(1)</b>	___ Pole <b>(3)</b>	___

## ALLIES

___ Archer <b>(B)</b>	___ Grizzled Mercenary <b>(1)</b>	___ Eagle <b>(4)</b>
___ Burglar <b>(B)<sup>B</sup></b>	___ Raconteur <b>(1)</b>	___ Chevalier <b>(5)</b>
___ Carver <b>(B)<sup>B</sup></b>	___ Archer <b>(2)</b>	___ Elven Sharpshooter <b>(5)</b>
___ Guard <b>(B)<sup>B</sup></b>	___ Merchant <b>(2)</b>	___ Merren Unwin <b>(6)</b>
___ Old Salt <b>(B)</b>	___ Black Arrow Ranger <b>(3)</b>	___
___ Standard Bearer <b>(B)<sup>B</sup></b>	___ Monkey <b>(3)</b>	___
___ Troubadour <b>(B)<sup>B</sup></b>	___ Ataxian <b>(4)</b>	___

## BLESSINGS

___ Blessing of Erastil <b>(B)</b>	___ Blessing of Erastil <b>(1)</b> x2	___ Blessing of Lamashtu <b>(5)</b> x2
___ Blessing of Milani <b>(B)</b>	___ Blessing of Gozreh <b>(2)</b> x2	___ Blessing of Achaek (6)
___ Blessing of the Gods <b>(B)<sup>B</sup></b> x4	___ Blessing of Norgorber <b>(3)</b> x3	___
___ Blessing of Abadar <b>(1)</b> x2	___ Blessing of Milani <b>(4)</b> x2	___