



Ezren

Male Human Wizard

RISE OF THE RUNELORDS



Played by:

PFS Number:



Ezren

Male Human Wizard

RISE OF THE RUNELORDS



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PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d6 <input type="checkbox"/> +1	WEAPON	1 <input type="checkbox"/> 2
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	8 <input type="checkbox"/> 9 <input type="checkbox"/> 10 <input type="checkbox"/> 11
CONSTITUTION	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	— <input type="checkbox"/> 1
INTELLIGENCE	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
ARCANE: INTELLIGENCE +2		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
KNOWLEDGE: INTELLIGENCE +2		BLESSING	—
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3		
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
After you play a spell with the Arcane trait, you may examine the top card of your deck; if it's a spell, you may put it in your hand.			
If you acquire a card with the Magic trait during an exploration, you may immediately explore again.			
<input type="checkbox"/> Add 1 (<input type="checkbox"/> 2) to your check to recharge a card.			

SKILLS		CARDS	FT: SPELL
STRENGTH	d6 <input type="checkbox"/> +1	WEAPON	1 <input type="checkbox"/> 2
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	8 <input type="checkbox"/> 9 <input type="checkbox"/> 10 <input type="checkbox"/> 11
CONSTITUTION	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	— <input type="checkbox"/> 1
INTELLIGENCE	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
ARCANE: INTELLIGENCE +2		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
KNOWLEDGE: INTELLIGENCE +2		BLESSING	—
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	Evoker	
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3		
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9		
After you play a spell with the Arcane trait, you may examine the top card of your deck; if it's a spell, you may put it in your hand.			
If you acquire a card with the Magic trait during an exploration, you may immediately explore again.			
<input type="checkbox"/> Add 1 (<input type="checkbox"/> 2) (<input type="checkbox"/> 3) (<input type="checkbox"/> 4) to your check to recharge a card.			
<input type="checkbox"/> Add 2 to your Arcane check with the Force (<input type="checkbox"/> or Acid and Cold) (<input type="checkbox"/> or Electricity and Fire) trait(s).			
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to acquire a spell.			

Evoker





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SKILLS		CARDS	FT: SPELL
STRENGTH	d6 <input type="checkbox"/> +1	WEAPON	1 <input type="checkbox"/> 2
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	8 <input type="checkbox"/> 9 <input type="checkbox"/> 10 <input type="checkbox"/> 11
CONSTITUTION	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	— <input type="checkbox"/> 1
INTELLIGENCE	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: INTELLIGENCE +2 KNOWLEDGE: INTELLIGENCE +2	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING	—
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
After you play a spell with the Arcane trait, you may examine the top card of your deck; if it's a spell, you may put it in your hand.			
If you acquire a card with the Magic trait during an exploration, you may immediately explore again.			
<input type="checkbox"/> Add 1 (<input type="checkbox"/> 2) to your check to recharge a card.			

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SKILLS		CARDS	FT: SPELL
STRENGTH	d6 <input type="checkbox"/> +1	WEAPON	1 <input type="checkbox"/> 2
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	8 <input type="checkbox"/> 9 <input type="checkbox"/> 10 <input type="checkbox"/> 11
CONSTITUTION	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	— <input type="checkbox"/> 1
INTELLIGENCE	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: INTELLIGENCE +2 KNOWLEDGE: INTELLIGENCE +2	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING	—
POWERS		Illusionist	
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
After you play a spell with the Arcane trait, you may examine the top card of your deck; if it's a spell, you may put it in your hand (<input type="checkbox"/> or recharge it).			
If you acquire a card with the Magic trait during an exploration, you may immediately explore again.			
<input type="checkbox"/> Add 1 (<input type="checkbox"/> 2) (<input type="checkbox"/> 3) (<input type="checkbox"/> 4) to your check to recharge a card.			
<input type="checkbox"/> If you play a spell to evade a monster, you may put the monster on the bottom of the deck.			
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to acquire a spell (<input type="checkbox"/> or ally).			
<input type="checkbox"/> At the start of your turn, you may discard a card to draw a card.			

Illusionist





Harsk

Male Dwarf Ranger

RISE OF THE RUNELORDS



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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	5 <input type="checkbox"/> 6		
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +3	SPELL	— <input type="checkbox"/> 1 <input type="checkbox"/> 2		
CONSTITUTION	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 FORTITUDE: CONSTITUTION +2	ARMOR	1 <input type="checkbox"/> 2		
INTELLIGENCE	d6 <input type="checkbox"/> +1	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +2 SURVIVAL: WISDOM +2	ALLY	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
CHARISMA	d4 <input type="checkbox"/> +1	BLESSING	5 <input type="checkbox"/> 6		
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6				
PROFICIENT WITH	Light Armors Weapons				
At the end of your turn, you may examine the top card (<input type="checkbox"/> or bottom card) of your location deck.					
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to a combat check at another location.					

Harsk

Male Dwarf Ranger

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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	5 <input type="checkbox"/> 6
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +3	SPELL	— <input type="checkbox"/> 1 <input type="checkbox"/> 2
CONSTITUTION	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 FORTITUDE: CONSTITUTION +2	ARMOR	1 <input type="checkbox"/> 2
INTELLIGENCE	d6 <input type="checkbox"/> +1	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +2 SURVIVAL: WISDOM +2	ALLY	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
CHARISMA	d4 <input type="checkbox"/> +1	BLESSING	5 <input type="checkbox"/> 6
POWERS		Sniper	
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors Weapons		
At the end of your turn, you may examine the top card (<input type="checkbox"/> or bottom card) of your location deck.			
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) (<input type="checkbox"/> +4) to a combat check at another location.			
<input type="checkbox"/> When you start your turn with no cards in hand, you may draw 1 (<input type="checkbox"/> 2) card(s).			
<input type="checkbox"/> When you play a weapon with the Ranged trait, you may recharge it instead of discarding it.			
<input type="checkbox"/> You gain the skill DIVINE: WISDOM +1.			
<input type="checkbox"/> When you play a blessing to add to your Dexterity check, add d12 instead of the normal die.			

Sniper



Harsk

Male Dwarf Ranger

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SKILLS		CARDS		FT: WEAPON	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	5 <input type="checkbox"/> 6		
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +3	SPELL	— <input type="checkbox"/> 1 <input type="checkbox"/> 2		
CONSTITUTION	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 FORTITUDE: CONSTITUTION +2	ARMOR	1 <input type="checkbox"/> 2		
INTELLIGENCE	d6 <input type="checkbox"/> +1	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +2 SURVIVAL: WISDOM +2	ALLY	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
CHARISMA	d4 <input type="checkbox"/> +1	BLESSING	5 <input type="checkbox"/> 6		
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6				
PROFICIENT WITH	Light Armors Weapons				
At the end of your turn, you may examine the top card (<input type="checkbox"/> or bottom card) of your location deck.					
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to a combat check at another location.					

Harsk

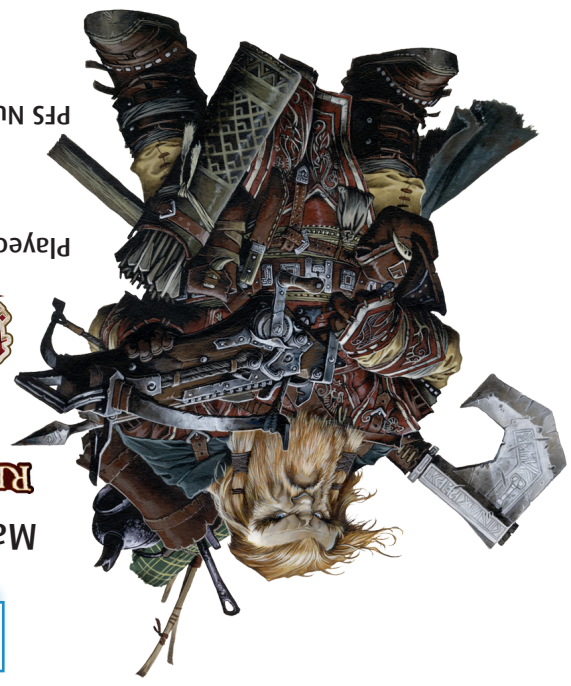
Male Dwarf Ranger

RISE OF THE RUNELORDS



Played by:

PFS Number:



SKILLS		CARDS		FT: WEAPON	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	5 <input type="checkbox"/> 6		
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +3	SPELL	— <input type="checkbox"/> 1 <input type="checkbox"/> 2		
CONSTITUTION	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 FORTITUDE: CONSTITUTION +2	ARMOR	1 <input type="checkbox"/> 2		
INTELLIGENCE	d6 <input type="checkbox"/> +1	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +2 SURVIVAL: WISDOM +2	ALLY	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
CHARISMA	d4 <input type="checkbox"/> +1	BLESSING	5 <input type="checkbox"/> 6		
Tracker					
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7				
PROFICIENT WITH	Light Armors Weapons				
At the end of your turn, you may examine the top card (<input type="checkbox"/> or bottom card) (<input type="checkbox"/> or both) of your location deck.					
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to a combat check at another location.					
<input type="checkbox"/> Add 1d8 (<input type="checkbox"/> +1) to your check to defeat a bane with the Giant trait.					
<input type="checkbox"/> When you play an ally with the Animal trait, you may recharge it instead of discarding it.					
<input type="checkbox"/> You gain the skill DIVINE: WISDOM +1.					
<input type="checkbox"/> When you play a blessing to add to your Wisdom check, add d12 instead of the normal die.					

Tracker

kyra

Female Human Cleric

RISE OF THE RUNELORDS

Pathfinder SOCIETY ADVENTURE CARD GUILD

Played by:

PFS Number:



SKILLS		CARDS		FT: BLESSING	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	WEAPON	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
MELEE: STRENGTH +2		SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
DEXTERITY	d4 <input type="checkbox"/> +1	ARMOR	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	1 <input type="checkbox"/> 2		
FORTITUDE: CONSTITUTION +3		ALLY	1 <input type="checkbox"/> 2		
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
WISDOM	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4				
DIVINE: WISDOM +2					
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6				
PROFICIENT WITH	Light Armors Heavy Armors <input type="checkbox"/> Weapons				
Instead of your first exploration on a turn, you may reveal a card with the Divine trait to choose a character at your location. Shuffle 1d4+1 (<input type="checkbox"/> +2) random cards from his discard pile into his deck, then discard the card you revealed.					
Add 1d8 (<input type="checkbox"/> +1) with the Magic trait to your check to defeat a bane with the Undead trait.					

kyra

Female Human Cleric

RISE OF THE RUNELORDS

Pathfinder SOCIETY ADVENTURE CARD GUILD

Played by:

PFS Number:



SKILLS	CARDS	FT: BLESSING
STRENGTH d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +2	WEAPON 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
DEXTERITY d4 <input type="checkbox"/> +1	SPELL 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +3	ARMOR 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 1 <input type="checkbox"/> 2	
WISDOM d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: WISDOM +2	ALLY 1 <input type="checkbox"/> 2	
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH Light Armors Heavy Armors <input type="checkbox"/> Weapons		
Instead of your first exploration on a turn, you may reveal a card with the Divine trait to choose a character at your location. Shuffle 1d4+1 (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) random cards from his discard pile into his deck, then discard the card you revealed (<input type="checkbox"/> and you may draw a card).		
Add 1d8 (<input type="checkbox"/> +1) with the Magic trait to your check to defeat a bane with the Undead trait.		
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to acquire a boon with the Divine trait.		
<input type="checkbox"/> When you play a Blessing of Sarenrae, you may recharge it (<input type="checkbox"/> or shuffle it into your deck) instead of discarding it.		

Healer

Healer



kylra

Female Human Cleric

RISE OF THE RUNELORDS

Pathfinder ADVENTURE CARD SOCIETY

Played by:

PFS Number:



SKILLS		CARDS		FT: BLESSING	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	WEAPON	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
MELEE: STRENGTH +2		SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
DEXTERITY	d4 <input type="checkbox"/> +1	ARMOR	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	1 <input type="checkbox"/> 2		
FORTITUDE: CONSTITUTION +3		ALLY	1 <input type="checkbox"/> 2		
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
WISDOM	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4				
DIVINE: WISDOM +2					
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6				
PROFICIENT WITH	Light Armors	Heavy Armors	<input type="checkbox"/> Weapons		
Instead of your first exploration on a turn, you may reveal a card with the Divine trait to choose a character at your location. Shuffle 1d4+1 (<input type="checkbox"/> +2) random cards from his discard pile into his deck, then discard the card you revealed.					
Add 1d8 (<input type="checkbox"/> +1) with the Magic trait to your check to defeat a bane with the Undead trait.					

kylra

Female Human Cleric

RISE OF THE RUNELORDS

Pathfinder ADVENTURE CARD SOCIETY

Played by:

PFS Number:



SKILLS		CARDS		FT: BLESSING	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	WEAPON	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
MELEE: STRENGTH +2		SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
DEXTERITY	d4 <input type="checkbox"/> +1	ARMOR	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	1 <input type="checkbox"/> 2		
FORTITUDE: CONSTITUTION +3		ALLY	1 <input type="checkbox"/> 2		
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
WISDOM	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<div>Exorcist</div>			
DIVINE: WISDOM +2					
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7				
PROFICIENT WITH	Light Armors Heavy Armors <input type="checkbox"/> Weapons				
Instead of your first exploration on a turn, you may reveal a card with the Divine trait to choose a character at your location. Shuffle 1d4+1 (<input type="checkbox"/> +2) random cards from his discard pile into his deck, then discard the card you revealed.					
Add 1d8 (<input type="checkbox"/> +1) with the Magic trait to your check to defeat a bane with the Undead (<input type="checkbox"/> or Outsider) trait.					
<input type="checkbox"/> Add 2 to your check to acquire an armor (<input type="checkbox"/> or weapon).					
<input type="checkbox"/> When you play a Blessing of Sarenrae, you may recharge it (<input type="checkbox"/> or put it on top of your deck) instead of discarding it.					
<input type="checkbox"/> If you defeat a bane with the Undead (<input type="checkbox"/> or Outsider) trait, you may shuffle 1 random card from your discard pile into your deck.					

Exorcist



Lem

Male Halfling Bard

RISE OF THE RUNELORDS



Played by:

PFS Number:



SKILLS		CARDS	FT: ANY
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	— <input type="checkbox"/> 1
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
KNOWLEDGE: INTELLIGENCE +3		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	5 <input type="checkbox"/> 6
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4		
ARCANE: CHARISMA +1 DIPLOMACY: CHARISMA +3			
DIVINE: CHARISMA +1			
POWERS			
HAND SIZE	6		
PROFICIENT WITH	<input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons		
Once per check, you may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to a check attempted by another character at your location.			
At the start of your turn, you may exchange 1 card in your hand with 1 card of the same type in your discard pile.			

Lem

Male Halfling Bard

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PFS Number:



SKILLS		CARDS	FT: ANY
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	— <input type="checkbox"/> 1
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
KNOWLEDGE: INTELLIGENCE +3		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	5 <input type="checkbox"/> 6
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	Virtuoso	
ARCANE: CHARISMA +1 DIPLOMACY: CHARISMA +3			
DIVINE: CHARISMA +1			
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7		
PROFICIENT WITH	<input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons		
Once per check, you may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to a check attempted by (<input type="checkbox"/> you or) another character at your location.			
At the start (<input type="checkbox"/> or end) of your turn, you may exchange 1 card in your hand with 1 card of the same type in your discard pile.			
<input type="checkbox"/> Add 2 to your check to acquire an ally.			
<input type="checkbox"/> Add 2 to your check to recharge (<input type="checkbox"/> or acquire) a spell.			
<input type="checkbox"/> When you play Blessing of Shelyn, add d12 instead of the normal die.			

Virtuoso





Lem

Male Halfling Bard

RISE OF THE RUNELORDS



Played by:

PFS Number:



SKILLS		CARDS		FT: ANY
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	— <input type="checkbox"/> 1	
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
KNOWLEDGE: INTELLIGENCE +3		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	5 <input type="checkbox"/> 6	
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4			
ARCANE: CHARISMA +1 DIPLOMACY: CHARISMA +3				
DIVINE: CHARISMA +1				
POWERS				
HAND SIZE	6			
PROFICIENT WITH	<input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons			
Once per check, you may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to a check attempted by another character at your location.				
At the start of your turn, you may exchange 1 card in your hand with 1 card of the same type in your discard pile.				

Lem

Male Halfling Bard

RISE OF THE RUNELORDS



Played by:

PFS Number:



SKILLS		CARDS		FT: ANY
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	— <input type="checkbox"/> 1	
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 KNOWLEDGE: INTELLIGENCE +3	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: CHARISMA +1 DIPLOMACY: CHARISMA +3 DIVINE: CHARISMA +1	BLESSING	5 <input type="checkbox"/> 6	
Charlatan				
POWERS				
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8			
PROFICIENT WITH	<input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons			
Once per check, you may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to a check attempted by another character at your location.				
At the start of your turn, you may exchange 1 card in your hand with 1 card of the same type in your discard pile.				
<input type="checkbox"/> Add 2 to your check to acquire an ally (<input type="checkbox"/> or defeat a henchman) (<input type="checkbox"/> or villain).				
<input type="checkbox"/> You automatically succeed at your check to recharge a card with the Mental trait.				
<input type="checkbox"/> When you play Blessing of Shelyn, add d12 instead of the normal die.				

Charlatan



Merisiel

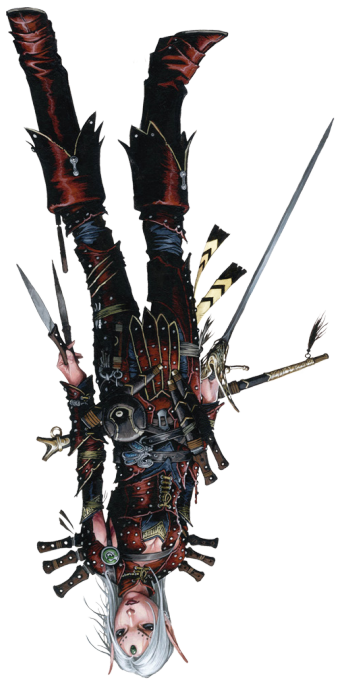
Female Elf Rogue

RISE OF THE RUNELORDS



Played by:

PFS Number:



SKILLS		CARDS		FT: ITEM	
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
DEXTERITY	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	SPELL	— <input type="checkbox"/> 1		
ACROBATICS: DEXTERITY +2		ARMOR	1 <input type="checkbox"/> 2		
DISABLE: DEXTERITY +2 STEALTH: DEXTERITY +2		ITEM	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9		
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	2 <input type="checkbox"/> 3		
INTELLIGENCE	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
WISDOM	d6 <input type="checkbox"/> +1				
PERCEPTION: WISDOM +2					
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6				
PROFICIENT WITH	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, or discard it to add an additional 1d6.					

Merisiel

Female Elf Rogue

RISE OF THE RUNELORDS



Played by:

PFS Number:



SKILLS		CARDS	FT: ITEM
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
DEXTERITY	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	SPELL	— <input type="checkbox"/> 1
ACROBATICS: DEXTERITY +2		ARMOR	1 <input type="checkbox"/> 2
DISABLE: DEXTERITY +2 STEALTH: DEXTERITY +2		ITEM	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	2 <input type="checkbox"/> 3
INTELLIGENCE	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
WISDOM	d6 <input type="checkbox"/> +1	Acrobat	
PERCEPTION: WISDOM +2			
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors <input type="checkbox"/> Weapons		
You may evade your encounter (<input type="checkbox"/> and may put the card on top of the deck).			
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) to your combat check, or discard it to add an additional 1d6.			
<input type="checkbox"/> Add 2 to your noncombat check to defeat a barrier (<input type="checkbox"/> or close a location).			
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to acquire an item.			
<input type="checkbox"/> When you play a blessing to add to your Dexterity check, you may recharge it instead of discarding it.			



Merisiel

Female Elf Rogue

RISE OF THE RUNELORDS



Played by:

PFS Number:



Merisiel

Female Elf Rogue

RISE OF THE RUNELORDS



Played by:

PFS Number:



SKILLS		CARDS		FT: ITEM	
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
DEXTERITY	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	SPELL	— <input type="checkbox"/> 1		
ACROBATICS: DEXTERITY +2		ARMOR	1 <input type="checkbox"/> 2		
DISABLE: DEXTERITY +2 STEALTH: DEXTERITY +2		ITEM	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9		
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	2 <input type="checkbox"/> 3		
INTELLIGENCE	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
WISDOM	d6 <input type="checkbox"/> +1				
PERCEPTION: WISDOM +2					
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6				
PROFICIENT WITH	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, or discard it to add an additional 1d6.					

SKILLS		CARDS	FT: ITEM
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
DEXTERITY	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	SPELL	— <input type="checkbox"/> 1
ACROBATICS: DEXTERITY +2		ARMOR	1 <input type="checkbox"/> 2
DISABLE: DEXTERITY +2 STEALTH: DEXTERITY +2		ITEM	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	2 <input type="checkbox"/> 3
INTELLIGENCE	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
WISDOM	d6 <input type="checkbox"/> +1	Thief	
PERCEPTION: WISDOM +2			
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6		
PROFICIENT WITH	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) (<input type="checkbox"/> +3) (<input type="checkbox"/> +4) to your combat check, or discard it to add an additional 1d6.			
<input type="checkbox"/> Add 2 to your noncombat check to close a location.			
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 3) (<input type="checkbox"/> 4) to your check to acquire an armor, item, or weapon.			
<input type="checkbox"/> When you play a blessing to add to your Dexterity check, you may recharge it instead of discarding it.			
<input type="checkbox"/> You may use Charisma in place of any skill on any check to recharge an armor, item, or weapon with the Magic trait.			





Female Human Sorcerer

RISE OF THE RUNELORDS

Seoni



Played by:

PFS Number:



Female Human Sorcerer

RISE OF THE RUNELORDS

Seoni



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d4 □ +1	WEAPON — □ 1	
DEXTERITY	d8 □ +1 □ +2 □ +3	SPELL 3 □ 4 □ 5 □ 6	
CONSTITUTION	d6 □ +1 □ +2	ARMOR —	
INTELLIGENCE	d6 □ +1 □ +2 □ +3	ITEM 3 □ 4 □ 5 □ 6	
WISDOM	d6 □ +1 □ +2	ALLY 4 □ 5	
CHARISMA	d12 □ +1 □ +2 □ +3 □ +4	BLESSING 5 □ 6 □ 7	
ARCANE: CHARISMA +2			
DIPLOMACY: CHARISMA +2			
POWERS			
HAND SIZE	6 □ 7		
For your combat check, you may discard a card to roll your Arcane die + 1d6 (□ +1) (□ +2) with the Attack, Fire, and Magic traits. This counts as playing a spell.			
You automatically succeed at your check to recharge a spell (□ or item) with the Arcane trait.			

SKILLS		CARDS	FT: SPELL
STRENGTH	d4 □ +1	WEAPON — □ 1	
DEXTERITY	d8 □ +1 □ +2 □ +3	SPELL 3 □ 4 □ 5 □ 6	
CONSTITUTION	d6 □ +1 □ +2	ARMOR —	
INTELLIGENCE	d6 □ +1 □ +2 □ +3	ITEM 3 □ 4 □ 5 □ 6	
WISDOM	d6 □ +1 □ +2	ALLY 4 □ 5	
CHARISMA	d12 □ +1 □ +2 □ +3 □ +4	BLESSING 5 □ 6 □ 7	
ARCANE: CHARISMA +2			
DIPLOMACY: CHARISMA +2			
POWERS			
HAND SIZE	6 □ 7		
For your combat check, you may discard a card to roll your Arcane die + 1d6 (□ +1) (□ +2) (□ +3) (□ +4) with the Attack, Fire (□ or Acid), and Magic traits. This counts as playing a spell.			
You automatically succeed at your check to recharge a spell (□ or item) with the Arcane trait.			
□ Reduce Fire (□ and Acid and Cold) damage dealt to you by 1 (□ 2).			
□ When you play Blessing of Pharasma, add d12 instead of the normal die.			
□ At the start of your turn, you may banish an ally to draw 3 cards.			

Abyssal Sorcerer





Female Human Sorcerer

RISE OF THE RUNELORDS

Seoni



Played by:

PFS Number:



Female Human Sorcerer

RISE OF THE RUNELORDS

Seoni



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d4 □ +1	WEAPON — □ 1	
DEXTERITY	d8 □ +1 □ +2 □ +3	SPELL 3 □ 4 □ 5 □ 6	
CONSTITUTION	d6 □ +1 □ +2	ARMOR —	
INTELLIGENCE	d6 □ +1 □ +2 □ +3	ITEM 3 □ 4 □ 5 □ 6	
WISDOM	d6 □ +1 □ +2	ALLY 4 □ 5	
CHARISMA	d12 □ +1 □ +2 □ +3 □ +4 ARCANE: CHARISMA +2 DIPLOMACY: CHARISMA +2	BLESSING 5 □ 6 □ 7	
POWERS			
HAND SIZE	6 □ 7		
For your combat check, you may discard a card to roll your Arcane die + 1d6 (□ +1) (□ +2) with the Attack, Fire, and Magic traits. This counts as playing a spell.			
You automatically succeed at your check to recharge a spell (□ or item) with the Arcane trait.			

SKILLS		CARDS	FT: SPELL
STRENGTH	d4 □ +1	WEAPON — □ 1	
DEXTERITY	d8 □ +1 □ +2 □ +3	SPELL 3 □ 4 □ 5 □ 6	
CONSTITUTION	d6 □ +1 □ +2	ARMOR —	
INTELLIGENCE	d6 □ +1 □ +2 □ +3	ITEM 3 □ 4 □ 5 □ 6	
WISDOM	d6 □ +1 □ +2	ALLY 4 □ 5	
CHARISMA	d12 □ +1 □ +2 □ +3 □ +4 ARCANE: CHARISMA +2 DIPLOMACY: CHARISMA +2	BLESSING 5 □ 6 □ 7	
POWERS			
HAND SIZE	6 □ 7		
For your combat check, you may discard a card to roll your Arcane die + 1d6 (□ +1) (□ +2) (□ +3) (□ +4) with the Attack, Fire (□ or Acid), and Magic traits. This counts as playing a spell.			
You automatically succeed at your check to recharge a spell (□ or item) with the Arcane trait.			
□ If you would fail a check by 1, you may bury a card to succeed.			
□ Reduce Fire (□ and Electricity) damage dealt to you by 1 (□ 2).			
□ When you play Blessing of Pharasma, add d12 instead of the normal die.			

Celestial Sorcerer



Valeros

Male Human Fighter

RISE OF THE RUNELORDS



Played by:

PFS Number:



Valeros

Male Human Fighter

RISE OF THE RUNELORDS



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	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8
MELEE: STRENGTH +3						SPELL	—			
DEXTERITY	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2			ARMOR	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	
CONSTITUTION	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4	ITEM	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	
INTELLIGENCE	d6	<input type="checkbox"/> +1				ALLY	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	
WISDOM	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2			BLESSING	3	<input type="checkbox"/> 4		
CHARISMA	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2							
DIPLOMACY: CHARISMA +2										
POWERS										
HAND SIZE	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6							
PROFICIENT WITH	Light Armors		Heavy Armors		Weapons					
Add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to another character's combat check at your location.										
When you play a weapon, you may recharge it instead of discarding it.										

SKILLS					CARDS	FT: WEAPON				
STRENGTH	d10	<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	<input type="checkbox"/> 8
MELEE: STRENGTH +3						SPELL	—			
DEXTERITY	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2				ARMOR	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
CONSTITUTION	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4	ITEM	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	
INTELLIGENCE	d6	<input type="checkbox"/> +1				ALLY	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	
WISDOM	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2				BLESSING	3	<input type="checkbox"/> 4	
CHARISMA	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2				Guardian			
DIPLOMACY: CHARISMA +2										
POWERS										
HAND SIZE	4		<input type="checkbox"/> 5	<input type="checkbox"/> 6	<input type="checkbox"/> 7					
PROFICIENT WITH	Light Armors		Heavy Armors		Weapons					
Add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to another character's combat check at your location.										
When you play a weapon (<input type="checkbox"/> or armor), you may recharge it instead of discarding it.										
<input type="checkbox"/> When another character at your location is dealt Combat damage, reduce that damage by 1 (<input type="checkbox"/> 2).										
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to acquire an armor.										
<input type="checkbox"/> When you play a blessing to add to your Constitution check, add d12 instead of the normal die.										





Valeros

Male Human Fighter

RISE OF THE RUNELORDS



Played by:

PFS Number:



Valeros

Male Human Fighter

RISE OF THE RUNELORDS



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	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8
MELEE: STRENGTH +3						SPELL	—			
DEXTERITY	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2			ARMOR	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	
CONSTITUTION	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4	ITEM	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	
INTELLIGENCE	d6	<input type="checkbox"/> +1				ALLY	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	
WISDOM	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2			BLESSING	3	<input type="checkbox"/> 4		
CHARISMA	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2							
DIPLOMACY: CHARISMA +2										
POWERS										
HAND SIZE	4		<input type="checkbox"/> 5	<input type="checkbox"/> 6						
PROFICIENT WITH	Light Armors		Heavy Armors		Weapons					
Add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to another character's combat check at your location.										
When you play a weapon, you may recharge it instead of discarding it.										

SKILLS					CARDS	FT: WEAPON				
STRENGTH	d10	<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	<input type="checkbox"/> 8
MELEE: STRENGTH +3						SPELL	—			
DEXTERITY	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2			ARMOR	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	
CONSTITUTION	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4	ITEM	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	
INTELLIGENCE	d6	<input type="checkbox"/> +1				ALLY	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	
WISDOM	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2			BLESSING	3	<input type="checkbox"/> 4		
CHARISMA	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2			<h1>Weapon Master</h1>				
DIPLOMACY: CHARISMA +2										
POWERS										
HAND SIZE	4		<input type="checkbox"/> 5	<input type="checkbox"/> 6						
PROFICIENT WITH	Light Armors		Heavy Armors		Weapons					
Add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) (<input type="checkbox"/> +4) (<input type="checkbox"/> +5) to another character's combat check at your location.										
When you play a weapon, you may recharge it (<input type="checkbox"/> or shuffle it into your deck) instead of discarding it.										
<input type="checkbox"/> You may use Melee in place of Ranged when using a weapon with the Ranged trait.										
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to acquire a weapon.										
<input type="checkbox"/> When you play a blessing to add to your Strength check, add d12 instead of the normal die.										

Weapon Master





Female Human Barbarian

RISE OF THE RUNELORDS



Played by:

PFS Number:



Amiri

SKILLS		CARDS	FT: WEAPON
STRENGTH	d12 <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 <input type="checkbox"/> 8
MELEE: STRENGTH +2		SPELL	—
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	2 <input type="checkbox"/> 3
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ITEM	2 <input type="checkbox"/> 3
INTELLIGENCE	d4 <input type="checkbox"/> +1	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d6 <input type="checkbox"/> +1	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
SURVIVAL: WISDOM +3			
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5		
PROFICIENT WITH	Light Armors <input type="checkbox"/> Heavy Armors Weapons		
You may bury a card from your hand to add 1d10 (<input type="checkbox"/> +1) to your Strength, Melee, or Constitution check.			
You may move at the end of your turn (<input type="checkbox"/> and/or move another character to the location where you end your turn).			

Female Human Barbarian

RISE OF THE RUNELORDS



Played by:

PFS Number:



Amiri

SKILLS		CARDS	FT: WEAPON
STRENGTH	d12 <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 <input type="checkbox"/> 8
MELEE: STRENGTH +2		SPELL	—
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	2 <input type="checkbox"/> 3
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ITEM	2 <input type="checkbox"/> 3
INTELLIGENCE	d4 <input type="checkbox"/> +1	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d6 <input type="checkbox"/> +1	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
SURVIVAL: WISDOM +3			
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
PROFICIENT WITH	Light Armors <input type="checkbox"/> Heavy Armors Weapons		
You may bury a card from your hand (<input type="checkbox"/> or the top card of your deck) to add 1d10 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) (<input type="checkbox"/> +4) to your Strength, Melee, or Constitution check.			
You may move at the end of your turn (<input type="checkbox"/> and/or move another character to the location where you end your turn).			
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to acquire a weapon.			
<input type="checkbox"/> When you play Blessing of Gorum, add d12 instead of the normal die.			

Berserker



Female Human Barbarian

RISE OF THE RUNELORDS



Played by:

PFS Number:



Amiri

SKILLS					CARDS		FT: WEAPON			
STRENGTH	d12	<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	<input type="checkbox"/> 8
MELEE: STRENGTH +2						SPELL	—			
DEXTERITY	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3		ARMOR	2	<input type="checkbox"/> 3		
CONSTITUTION	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4	ITEM	2	<input type="checkbox"/> 3		
INTELLIGENCE	d4	<input type="checkbox"/> +1				ALLY	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
WISDOM	d6	<input type="checkbox"/> +1				BLESSING	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6	
SURVIVAL: WISDOM +3										
CHARISMA	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2							
POWERS										
HAND SIZE	4		<input type="checkbox"/> 5							
PROFICIENT WITH	Light Armors		<input type="checkbox"/> Heavy Armors		Weapons					
You may bury a card from your hand to add 1d10 (<input type="checkbox"/> +1) to your Strength, Melee, or Constitution check.										
You may move at the end of your turn (<input type="checkbox"/> and/or move another character to the location where you end your turn).										

Female Human Barbarian

RISE OF THE RUNELORDS



Played by:

PFS Number:



Amiri

SKILLS		CARDS	FT: WEAPON
STRENGTH	d12 <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 <input type="checkbox"/> 8
MELEE: STRENGTH +2		SPELL	—
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	2 <input type="checkbox"/> 3
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ITEM	2 <input type="checkbox"/> 3
INTELLIGENCE	d4 <input type="checkbox"/> +1	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d6 <input type="checkbox"/> +1	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
SURVIVAL: WISDOM +3		Juggernaut	
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
PROFICIENT WITH	Light Armors <input type="checkbox"/> Heavy Armors Weapons		
You may bury a card from your hand to add 1d10 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to your Strength, Melee, or Constitution check.			
You may move at the end of your turn (<input type="checkbox"/> and/or move another character to the location where you end your turn).			
<input type="checkbox"/> When you are dealt Combat (<input type="checkbox"/> or any other type of) damage, reduce that damage by 1.			
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to acquire an armor.			
<input type="checkbox"/> When you play Blessing of Gorum, add d12 instead of the normal die.			

Juggernaut



Female Gnome Druid

Li!

RISE OF THE RUNELORDS

Played by:

FFS Number:



SKILLS		CARDS		FT: ALLY
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1	
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	— <input type="checkbox"/> 1	
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
KNOWLEDGE: INTELLIGENCE +3		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
WISDOM	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	BLESSING	4 <input type="checkbox"/> 5	
DIVINE: WISDOM +1				
SURVIVAL: WISDOM +2				
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3			
POWERS				
HAND SIZE	5			
PROFICIENT WITH	<input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons			
When you play an ally with the Animal trait, you may recharge it instead of discarding it.				
You may reveal an ally with the Animal trait to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to your check.				
You may discard a card to roll a d10 instead of your Strength or Dexterity die for any check.				

Female Gnome Druid

Li!

RISE OF THE RUNELORDS

Played by:

FFS Number:



SKILLS		CARDS		FT: ALLY
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1	
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	— <input type="checkbox"/> 1	
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
KNOWLEDGE: INTELLIGENCE +3		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
WISDOM	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	BLESSING	4 <input type="checkbox"/> 5	
DIVINE: WISDOM +1				
SURVIVAL: WISDOM +2				
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3			
POWERS				
HAND SIZE	5 <input type="checkbox"/> 6			
PROFICIENT WITH	<input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons			
When you play an ally with the Animal trait, you may recharge it instead of discarding it.				
You may reveal an ally with the Animal trait to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to your check.				
You may discard a card to roll a d10 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> and you may add the Fire trait) instead of your Strength or Dexterity die for any check.				
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to acquire an ally with the Animal trait.				
<input type="checkbox"/> When you play a blessing to add to your Wisdom check, add d12 instead of the normal die.				

Shapeshifter



Lin!

Female Gnome Druid

RISE OF THE RUNELORDS



Played by:

PFS Number:



SKILLS		CARDS		FT: ALLY
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1	
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	— <input type="checkbox"/> 1	
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
KNOWLEDGE: INTELLIGENCE +3		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
WISDOM	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	BLESSING	4 <input type="checkbox"/> 5	
DIVINE: WISDOM +1				
SURVIVAL: WISDOM +2				
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3			
POWERS				
HAND SIZE	5			
PROFICIENT WITH	<input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons			
When you play an ally with the Animal trait, you may recharge it instead of discarding it.				
You may reveal an ally with the Animal trait to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to your check.				
You may discard a card to roll a d10 instead of your Strength or Dexterity die for any check.				

Lin!

Female Gnome Druid

RISE OF THE RUNELORDS



Played by:

PFS Number:



SKILLS		CARDS		FT: ALLY
STRENGTH	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1	
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	— <input type="checkbox"/> 1	
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
KNOWLEDGE: INTELLIGENCE +3		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
WISDOM	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	BLESSING	4 <input type="checkbox"/> 5	
DIVINE: WISDOM +1				
SURVIVAL: WISDOM +2				
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	<input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons			
When you play an ally with the Animal trait, you may recharge it instead of discarding it.				
You may reveal an ally with the Animal trait to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) (<input type="checkbox"/> +4) to your check.				
You may discard a card to roll a d10 instead of your Strength or Dexterity die for any check.				
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your Divine check when playing or recharging a spell.				
<input type="checkbox"/> Add 1d8 with the Magic trait to your check to defeat a bane with the Animal trait.				
<input type="checkbox"/> When you play a blessing to add to your Wisdom check, add d12 instead of the normal die.				

Wild Warden



Sajan

Male Human Monk

RISE OF THE RUNELORDS



Played by:

PFS Number:



SKILLS		CARDS	FT: ITEM
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	SPELL	— <input type="checkbox"/> 1
ACROBATICS: DEXTERITY +2		ARMOR	—
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
FORTITUDE: CONSTITUTION +2		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	8 <input type="checkbox"/> 9 <input type="checkbox"/> 10
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3		
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
For your combat check, you may roll your Dexterity die (<input type="checkbox"/> and you may add the Magic trait) (<input type="checkbox"/> and/or the Fire trait); you may not play a weapon on the check.			
You may play any number of blessings on your combat check; recharge them instead of discarding them.			

Sajan

Male Human Monk

RISE OF THE RUNELORDS



Played by:

PFS Number:



SKILLS		CARDS	FT: ITEM
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	SPELL	— <input type="checkbox"/> 1
ACROBATICS: DEXTERITY +2		ARMOR	—
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
FORTITUDE: CONSTITUTION +2		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	8 <input type="checkbox"/> 9 <input type="checkbox"/> 10
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	Drunken Master	
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	<input type="checkbox"/> Weapons		
For your combat check, you may roll your Dexterity die (<input type="checkbox"/> and you may add the Magic trait) (<input type="checkbox"/> and/or the Fire trait); you may not play a weapon on the check.			
You may play any number of blessings on your combat check; recharge them instead of discarding them.			
<input type="checkbox"/> When dealt damage other than Combat damage, reduce that damage by 1 (<input type="checkbox"/> 2) (<input type="checkbox"/> 3).			
<input type="checkbox"/> After you play a boon with the Liquid trait, you may succeed at a Fortitude 6 check to recharge it instead of banishing it.			
<input type="checkbox"/> Add 6 to your check to acquire a boon with the Liquid trait.			
<input type="checkbox"/> At the start of your turn, you must draw 1 card.			

Drunken Master



Sajan

Male Human Monk

RISE OF THE RUNELORDS



Played by:

PFS Number:



SKILLS		CARDS	FT: ITEM
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	SPELL	— <input type="checkbox"/> 1
ACROBATICS: DEXTERITY +2		ARMOR	—
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
FORTITUDE: CONSTITUTION +2		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	8 <input type="checkbox"/> 9 <input type="checkbox"/> 10
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3		
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
For your combat check, you may roll your Dexterity die (<input type="checkbox"/> and you may add the Magic trait) (<input type="checkbox"/> and/or the Fire trait); you may not play a weapon on the check.			
You may play any number of blessings on your combat check; recharge them instead of discarding them.			

Sajan

Male Human Monk

RISE OF THE RUNELORDS



Played by:

PFS Number:



SKILLS		CARDS	FT: ITEM
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	— <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
DEXTERITY	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	SPELL	— <input type="checkbox"/> 1
ACROBATICS: DEXTERITY +2		ARMOR	—
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
FORTITUDE: CONSTITUTION +2		ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	8 <input type="checkbox"/> 9 <input type="checkbox"/> 10
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	Zen Archer	
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	<input type="checkbox"/> Weapons		
For your combat check, you may roll your Dexterity die (<input type="checkbox"/> and you may add the Magic trait) (<input type="checkbox"/> and/or the Fire trait); you may not play a weapon on the check.			
You may play any number of blessings on your combat check; recharge them instead of discarding them.			
<input type="checkbox"/> When dealt damage other than Combat damage, reduce that damage by 1 (<input type="checkbox"/> 2).			
<input type="checkbox"/> When you play a weapon with the Ranged trait, you may recharge it instead of discarding it.			
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to acquire a boon with the Ranged trait.			
<input type="checkbox"/> When you start your turn with no cards in your hand, you may draw 1 card.			

Zen Archer



Female Human Paladin

RISE OF THE RUNELORDS



Played by:

PFS Number:

Seelah



SKILLS		CARDS		FT: ARMOR
STRENGTH	d8 □+1 □+2 □+3 □+4	WEAPON	3 □ 4 □ 5	
MELEE: STRENGTH +2		SPELL	1 □ 2 □ 3	
DEXTERITY	d4 □+1	ARMOR	3 □ 4 □ 5	
CONSTITUTION	d8 □+1 □+2 □+3	ITEM	—	
INTELLIGENCE	d4 □+1 □+2	ALLY	2 □ 3 □ 4	
WISDOM	d8 □+1 □+2 □+3	BLESSING	6 □ 7 □ 8	
DIVINE: WISDOM +2				
CHARISMA	d10 □+1 □+2			
POWERS				
HAND SIZE	4 □ 5			
PROFICIENT WITH	Light Armors Heavy Armors Weapons			
You may discard the top card of your deck to add 1d6 (□ +1) to your check. If the top card was a blessing (□ or spell), recharge it instead of discarding it.				
You may examine the top card of your location deck at the start (□ or end) of your turn. If it's a boon, put it on the bottom of the deck.				

Female Human Paladin

RISE OF THE RUNELORDS



Played by:

PFS Number:

Seelah



SKILLS		CARDS		FT: ARMOR
STRENGTH	d8 □+1 □+2 □+3 □+4	WEAPON	3 □ 4 □ 5	
MELEE: STRENGTH +2		SPELL	1 □ 2 □ 3	
DEXTERITY	d4 □+1	ARMOR	3 □ 4 □ 5	
CONSTITUTION	d8 □+1 □+2 □+3	ITEM	—	
INTELLIGENCE	d4 □+1 □+2	ALLY	2 □ 3 □ 4	
WISDOM	d8 □+1 □+2 □+3	BLESSING	6 □ 7 □ 8	
DIVINE: WISDOM +2				
CHARISMA	d10 □+1 □+2			
POWERS				
HAND SIZE	4 □ 5 □ 6			
PROFICIENT WITH	Light Armors Heavy Armors Weapons			
You may discard the top card of your deck to add 1d6 (□ +1) (□ +2) (□ +3) to your check. If the top card was a blessing (□ or spell), recharge it instead of discarding it.				
You may examine the top card of your location deck at the start (□ or end) of your turn. If it's a boon, put it on the bottom (□ or underneath the top card) of the deck.				
□ When another character at your location is dealt Combat damage, reduce that damage by 1.				
□ Add 1d8 with the Magic trait to your check to defeat a bane with the Undead trait.				
□ When you play Blessing of Iomedae, you may recharge it (□ or shuffle it into your deck) instead of discarding it.				

Crusader





Female Human Paladin

RISE OF THE RUNELORDS



Played by:

PFS Number:

Seelah



SKILLS		CARDS	FT: ARMOR
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	WEAPON	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
MELEE: STRENGTH +2		SPELL	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
DEXTERITY	d4 <input type="checkbox"/> +1	ARMOR	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	—
INTELLIGENCE	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
DIVINE: WISDOM +2			
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +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 the top card was a blessing (<input type="checkbox"/> or spell), recharge it instead of discarding it.			
You may examine the top card of your location deck at the start (<input type="checkbox"/> or end) of your turn. If it's a boon, put it on the bottom of the deck.			

Female Human Paladin

RISE OF THE RUNELORDS



Played by:

PFS Number:

Seelah



SKILLS		CARDS	FT: ARMOR
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	WEAPON	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
MELEE: STRENGTH +2		SPELL	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
DEXTERITY	d4 <input type="checkbox"/> +1	ARMOR	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	—
INTELLIGENCE	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
DIVINE: WISDOM +2			
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
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) (<input type="checkbox"/> +3) to your check. If the top card was a blessing (<input type="checkbox"/> or spell), recharge it instead of discarding it.			
You may examine the top card of your location deck at the start (<input type="checkbox"/> or end) of your turn. If it's a boon, put it on the bottom (<input type="checkbox"/> or underneath the top card) of the deck.			
<input type="checkbox"/> During your turn, you may bury a Divine card and choose a character at your location to shuffle 1d4+1 random cards from his discard pile into his deck.			
<input type="checkbox"/> When you play Blessing of Iomedae, you may recharge it (<input type="checkbox"/> or shuffle it into your deck) instead of discarding it.			

Hospitaler