

Mogmurch

Male Goblin Arsonist



Played by:

PFS Number:



Mogmurch

Male Goblin Arsonist



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SKILLS	CARDS	FT: ITEM
STRENGTH d4 <input type="checkbox"/> +1	WEAPON 2 <input type="checkbox"/> 3	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +2	SPELL 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 CRAFT: INTELLIGENCE +3	ITEM 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
WISDOM d4 <input type="checkbox"/> +1	ALLY 3 <input type="checkbox"/> 4	
CHARISMA d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING 3 <input type="checkbox"/> 4	
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors <input type="checkbox"/> Weapons		
You may discard a card to add 1d6 (<input type="checkbox"/> +1) and the Fire trait to a combat check by a character at your location; if the discarded card has the Alchemical (<input type="checkbox"/> or Attack or Poison), add an additional 1d6.		
When you banish a card that has the Alchemical trait for its power, you may draw a random card of the same type that has the Alchemical trait from the box and recharge it.		
While you play or would banish a spell that has the Fire trait, gain the skill Arcane equal to your Craft skill.		

SKILLS	CARDS	FT: ITEM
STRENGTH d4 <input type="checkbox"/> +1	WEAPON 2 <input type="checkbox"/> 3	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +2	SPELL 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 CRAFT: INTELLIGENCE +3	ITEM 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
WISDOM d4 <input type="checkbox"/> +1	ALLY 3 <input type="checkbox"/> 4	
CHARISMA d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING 3 <input type="checkbox"/> 4	
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH Light Armors <input type="checkbox"/> Weapons		
You may discard a card to add 1d6 (<input type="checkbox"/> +1) and the Fire trait to a combat check by a character at your location; if the discarded card has the Alchemical (<input type="checkbox"/> or Attack or Poison), add an additional 1d6 (<input type="checkbox"/> 2d6).		
When you banish a card that has the Alchemical trait for its power, you may draw a random card of the same type that has the Alchemical trait from the box and (<input type="checkbox"/> put it on top of your deck or) recharge it. (<input type="checkbox"/> You may instead draw 2; return 1 of them to the box.) (<input type="checkbox"/> You may instead draw 3; return 2 of them to the box.)		
While you play or would banish a spell that has the Fire trait, gain the skill Arcane equal to your Craft skill.		
<input type="checkbox"/> Gain the skill Divine equal to your Craft skill; when you attempt a Divine check, you must first recharge a blessing or discard the top card of your deck.		
<input type="checkbox"/> At the start of your turn, if you have fewer cards in hand than the number of cards that have the Fire (<input type="checkbox"/> or Alchemical) trait in your discard pile, you may recharge a random card that has the Fire trait from your discard pile.		

Tinderfoot

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SKILLS	CARDS	FT: ITEM
STRENGTH d4 <input type="checkbox"/> +1	WEAPON 2 <input type="checkbox"/> 3	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +2	SPELL 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 CRAFT: INTELLIGENCE +3	ITEM 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
WISDOM d4 <input type="checkbox"/> +1	ALLY 3 <input type="checkbox"/> 4	
CHARISMA d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING 3 <input type="checkbox"/> 4	
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors <input type="checkbox"/> Weapons		
You may discard a card to add 1d6 (<input type="checkbox"/> +1) and the Fire trait to a combat check by a character at your location; if the discarded card has the Alchemical (<input type="checkbox"/> or Attack or Poison), add an additional 1d6.		
When you banish a card that has the Alchemical trait for its power, you may draw a random card of the same type that has the Alchemical trait from the box and recharge it.		
While you play or would banish a spell that has the Fire trait, gain the skill Arcane equal to your Craft skill.		

SKILLS	CARDS	FT: ITEM
STRENGTH d4 <input type="checkbox"/> +1	WEAPON 2 <input type="checkbox"/> 3	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +2	SPELL 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 CRAFT: INTELLIGENCE +3	ITEM 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
WISDOM d4 <input type="checkbox"/> +1	ALLY 3 <input type="checkbox"/> 4	
CHARISMA d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING 3 <input type="checkbox"/> 4	
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9		
PROFICIENT WITH Light Armors <input type="checkbox"/> Weapons		
You may discard a card to add 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) and the Fire trait to a combat check by a character at your location; if the discarded card has the Alchemical (<input type="checkbox"/> or Attack or Poison), add an additional 1d6 (<input type="checkbox"/> and the card's adventure deck number).		
When you banish a card that has the Alchemical trait for its power, you may draw a random card of the same type that has the Alchemical trait from the box and recharge it.		
While you play or would banish a spell that has the Fire trait, gain the skill Arcane equal to your Craft skill.		
<input type="checkbox"/> When you play a card that has the Fire trait on your combat check, you may display it next to your location. Add 1d6 (<input type="checkbox"/> 2d6) and the Fire trait to combat checks by characters at that location. At the start of your turn, bury that card.		
<input type="checkbox"/> Add the number of cards that have the Fire trait in your discard pile to your check that invokes the Fire trait. (<input type="checkbox"/> If you add at least 1, ignore a bane's immunity to Fire for that check.)		

Firesolver

Male Goblin Warcaster

Poog



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SKILLS	CARDS	FT: BLESSING
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +1	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 d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 2 <input type="checkbox"/> 3	
WISDOM d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIVINE: WISDOM +2 SURVIVAL: WISDOM +1	ALLY 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6		
PROFICIENT WITH Light Armors <input type="checkbox"/> Weapons		
When another character plays a blessing on your check, after the check she may shuffle 1 random card (<input type="checkbox"/> or 2 random cards) from her discard pile into her deck.		
Add 1d6 (<input type="checkbox"/> +1) to your check that invokes the Animal or Fire trait.		
After you bury, discard, recharge, or reveal a boon that has the Animal trait for its power, banish it, then you may (<input type="checkbox"/> recharge a random card from your discard pile and) draw a card.		

SKILLS	CARDS	FT: BLESSING
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +1	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 d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 2 <input type="checkbox"/> 3	
WISDOM d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIVINE: WISDOM +2 SURVIVAL: WISDOM +1	ALLY 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors <input type="checkbox"/> Heavy Armors <input type="checkbox"/> Weapons		
When another character plays a blessing on your check, after the check she may shuffle 1 random card (<input type="checkbox"/> or 2 random cards) from her discard pile into her deck. (<input type="checkbox"/> Then shuffle a random card from your discard pile into your deck.)		
Add 1d6 (<input type="checkbox"/> +1) to your check that invokes the Animal or Fire (<input type="checkbox"/> or Elf, Human, or Slashing) trait.		
After you bury, discard, recharge, or reveal a boon that has the Animal trait for its power, banish it, then you may (<input type="checkbox"/> recharge a random card from your discard pile and) draw a card.		
<input type="checkbox"/> When you play a card that has the Zarongel trait to add dice to a check, add an additional d4 (<input type="checkbox"/> d8, and you may add the Fire trait).		
<input type="checkbox"/> At the start of your turn, you may exchange a card in your hand with a card that has the Zarongel (<input type="checkbox"/> or Animal or Fire) trait in the discard pile of another character at your location.		

Leecher



Male Goblin Warcaster

Poog



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Poog



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SKILLS	CARDS	FT: BLESSING
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +1	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 d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 2 <input type="checkbox"/> 3	
WISDOM d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIVINE: WISDOM +2 SURVIVAL: WISDOM +1	ALLY 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6		
PROFICIENT WITH Light Armors Weapons		
When another character plays a blessing on your check, after the check she may shuffle 1 random card (<input type="checkbox"/> or 2 random cards) from her discard pile into her deck.		
Add 1d6 (<input type="checkbox"/> +1) to your check that invokes the Animal or Fire trait.		
After you bury, discard, recharge, or reveal a boon that has the Animal trait for its power, banish it, then you may (<input type="checkbox"/> recharge a random card from your discard pile and) draw a card.		

SKILLS	CARDS	FT: BLESSING
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +1	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 d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 2 <input type="checkbox"/> 3	
WISDOM d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIVINE: WISDOM +2 SURVIVAL: WISDOM +1	ALLY 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH Light Armors <input type="checkbox"/> Heavy Armors Weapons		
When another character plays a blessing on your check, after the check she may shuffle 1 random card (<input type="checkbox"/> or 2 random cards) from her discard pile into her deck.		
Add 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to your check that invokes the Animal or Fire trait.		
After you bury, discard, recharge, or reveal a boon that has the Animal trait for its power, banish it, then you may (<input type="checkbox"/> recharge a random card from your discard pile and) draw a card.		
<input type="checkbox"/> Instead of the first exploration of your turn, you may choose a character at your location to banish a card that has the Animal (<input type="checkbox"/> or Divine) trait from his discard pile, then each character at your location may recharge up to 2 (<input type="checkbox"/> or 3) random cards from her discard pile.		
<input type="checkbox"/> At the start of your turn, if you have more cards in your discard pile than another character at your location has, you may reset your hand.		

Hash Slinger



Female Goblin Fortune-Teller

Zibini!



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SKILLS	CARDS	FT: SPELL
STRENGTH d4 <input type="checkbox"/> +1	WEAPON 1 <input type="checkbox"/> 2	
DEXTERITY d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
CONSTITUTION d6 <input type="checkbox"/> +1	ARMOR — <input type="checkbox"/> 1	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM 3 <input type="checkbox"/> 4	
WISDOM d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +2	ALLY 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
CHARISMA d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: CHARISMA +1 KNOWLEDGE: CHARISMA +0	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors		
When a character at your location (<input type="checkbox"/> or any character) discards any number of cards as damage, you may examine the top card of his deck (<input type="checkbox"/> or his location deck).		
For your combat check, you may use your Divine skill + 2d4 (<input type="checkbox"/> 3d4) and add the Attack, Magic, and Mental traits; a character at your location is dealt 1 Mental damage that may not be reduced. This counts as playing a spell.		

Female Goblin Fortune-Teller

Zibini!



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SKILLS	CARDS	FT: SPELL
STRENGTH d4 <input type="checkbox"/> +1	WEAPON 1 <input type="checkbox"/> 2	
DEXTERITY d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
CONSTITUTION d6 <input type="checkbox"/> +1	ARMOR — <input type="checkbox"/> 1	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM 3 <input type="checkbox"/> 4	
WISDOM d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +2	ALLY 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
CHARISMA d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: CHARISMA +1 KNOWLEDGE: CHARISMA +0	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH Light Armors		
When a character at your location (<input type="checkbox"/> or any character) discards any number of cards as damage, you may examine the top card (<input type="checkbox"/> or 2 cards) of his deck (<input type="checkbox"/> or his location deck) (<input type="checkbox"/> and you may shuffle any non-villain cards you examined into another deck of the same type).		
For your combat check, you may use your Divine skill + 2d4 (<input type="checkbox"/> 3d4) and add the Attack, Magic, and Mental traits; a character at your location is dealt 1 Mental damage that may not be reduced. (<input type="checkbox"/> You may increase the damage to 2 to additionally ignore a monster's immunity to the Mental trait on the check.) This counts as playing a spell.		
<input type="checkbox"/> At the start of a character's turn, if the top card of the blessings discard pile is a blessing, you may exchange it with the top card of the blessings deck. (<input type="checkbox"/> Then you may shuffle the blessings deck.)		
<input type="checkbox"/> At the end of your turn, you may attempt to recharge a random spell in your discard pile (<input type="checkbox"/> or from the discard pile of another character at your location to your deck).		

The Great



Female Goblin Fortune-Teller

Zibini!



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SKILLS	CARDS	FT: SPELL
STRENGTH d4 <input type="checkbox"/> +1	WEAPON 1 <input type="checkbox"/> 2	
DEXTERITY d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
CONSTITUTION d6 <input type="checkbox"/> +1	ARMOR — <input type="checkbox"/> 1	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM 3 <input type="checkbox"/> 4	
WISDOM d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +2	ALLY 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
CHARISMA d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: CHARISMA +1 KNOWLEDGE: CHARISMA +0	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors		
When a character at your location (<input type="checkbox"/> or any character) discards any number of cards as damage, you may examine the top card of his deck (<input type="checkbox"/> or his location deck).		
For your combat check, you may use your Divine skill + 2d4 (<input type="checkbox"/> 3d4) and add the Attack, Magic, and Mental traits; a character at your location is dealt 1 Mental damage that may not be reduced. This counts as playing a spell.		

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SKILLS	CARDS	FT: SPELL
STRENGTH d4 <input type="checkbox"/> +1	WEAPON 1 <input type="checkbox"/> 2	
DEXTERITY d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
CONSTITUTION d6 <input type="checkbox"/> +1	ARMOR — <input type="checkbox"/> 1	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM 3 <input type="checkbox"/> 4	
WISDOM d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +2	ALLY 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
CHARISMA d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: CHARISMA +1 KNOWLEDGE: CHARISMA +0	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH Light Armors <input type="checkbox"/> Weapons		
When a character at your location (<input type="checkbox"/> or any character) discards any number of cards as damage, you may examine the top card of his deck (<input type="checkbox"/> or his location deck). (<input type="checkbox"/> Then you may shuffle that deck.)		
For your combat check, you may use your Divine skill + 2d4 (<input type="checkbox"/> 3d4) (<input type="checkbox"/> 4d4) and add the Attack, Magic, and Mental traits; a character at your location is dealt 1 Mental damage that may not be reduced. This counts as playing a spell.		
<input type="checkbox"/> Any character at your location may banish (<input type="checkbox"/> or bury) an ally from his discard pile to evade his encounter.		
<input type="checkbox"/> Instead of the first exploration of your turn, if your location deck contains only 1 card (<input type="checkbox"/> or 2 cards), you may attempt to close your location.		

and Gobbly