



# Alahazra

Female Human Oracle



Played by:

PFS Number:



SKILLS	CARDS	FT: BLESSING
<b>STRENGTH</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>WEAPON</b> — <input type="checkbox"/> 1	
<b>DEXTERITY</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>SPELL</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +2	<b>ARMOR</b> — <input type="checkbox"/> 1	
<b>INTELLIGENCE</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 KNOWLEDGE: INTELLIGENCE +2	<b>ITEM</b> 2 <input type="checkbox"/> 3	
<b>WISDOM</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ALLY</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>CHARISMA</b> d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: CHARISMA +2	<b>BLESSING</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
<b>POWERS</b>		
<b>HAND SIZE</b> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b> <input type="checkbox"/> Light Armors		
For your combat check, you may discard the top card of your deck to use your Divine skill + 2d4 plus that card's adventure deck number and add the Attack, Divine, Fire, and Magic traits to the check. This counts as playing a spell. ( <input type="checkbox"/> If the discarded card is a spell, you may recharge it instead.)		
When you examine 1 or more cards from a character or location deck, you may examine an additional card.		
During your exploration, when you succeed at a check that invokes the Fire ( <input type="checkbox"/> or Attack) trait, you may move after you resolve the encounter.		

# Alahazra

Female Human Oracle



Played by:

PFS Number:



SKILLS	CARDS	FT: BLESSING
<b>STRENGTH</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>WEAPON</b> — <input type="checkbox"/> 1	
<b>DEXTERITY</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>SPELL</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +2	<b>ARMOR</b> — <input type="checkbox"/> 1	
<b>INTELLIGENCE</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 KNOWLEDGE: INTELLIGENCE +2	<b>ITEM</b> 2 <input type="checkbox"/> 3	
<b>WISDOM</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ALLY</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>CHARISMA</b> d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: CHARISMA +2	<b>BLESSING</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
<b>POWERS</b>		
<b>HAND SIZE</b> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b> <input type="checkbox"/> Light Armors		
For your combat check, you may discard the top card of your deck to use your Divine skill + 2d4 ( <input type="checkbox"/> 2d6) plus that card's adventure deck number and add the Attack, Divine, Fire, and Magic traits to the check. This counts as playing a spell. ( <input type="checkbox"/> If the discarded card is a spell, you may recharge it instead.) ( <input type="checkbox"/> If the discarded card is a blessing, you may recharge it instead.)		
When you examine 1 or more cards from a character or location deck, you may examine an additional card. ( <input type="checkbox"/> Then you may draw a card.)		
During your exploration, when you succeed at a check that invokes the Fire ( <input type="checkbox"/> or Attack) trait, you may move after you resolve the encounter ( <input type="checkbox"/> and/or then move another character to your location).		
<input type="checkbox"/> You may recharge a spell to evade a barrier you encounter ( <input type="checkbox"/> or to allow a character at your location to evade a barrier he encounters).		
<input type="checkbox"/> At the ( <input type="checkbox"/> start and/or) end of your turn, you may examine the top card of your location deck.		

# Wandering Prophet



# Alahazra

Female Human Oracle



Played by:

PFS Number:



SKILLS	CARDS	FT: BLESSING
<b>STRENGTH</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>WEAPON</b> — <input type="checkbox"/> 1	
<b>DEXTERITY</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>SPELL</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +2	<b>ARMOR</b> — <input type="checkbox"/> 1	
<b>INTELLIGENCE</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 KNOWLEDGE: INTELLIGENCE +2	<b>ITEM</b> 2 <input type="checkbox"/> 3	
<b>WISDOM</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ALLY</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>CHARISMA</b> d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: CHARISMA +2	<b>BLESSING</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
<b>POWERS</b>		
<b>HAND SIZE</b> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b> <input type="checkbox"/> Light Armors		
For your combat check, you may discard the top card of your deck to use your Divine skill + 2d4 plus that card's adventure deck number and add the Attack, Divine, Fire, and Magic traits to the check. This counts as playing a spell. ( <input type="checkbox"/> If the discarded card is a spell, you may recharge it instead.)		
When you examine 1 or more cards from a character or location deck, you may examine an additional card.		
During your exploration, when you succeed at a check that invokes the Fire ( <input type="checkbox"/> or Attack) trait, you may move after you resolve the encounter.		

# Alahazra

Female Human Oracle



Played by:

PFS Number:



SKILLS	CARDS	FT: BLESSING
<b>STRENGTH</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>WEAPON</b> — <input type="checkbox"/> 1	
<b>DEXTERITY</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>SPELL</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +2	<b>ARMOR</b> — <input type="checkbox"/> 1	
<b>INTELLIGENCE</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 KNOWLEDGE: INTELLIGENCE +2	<b>ITEM</b> 2 <input type="checkbox"/> 3	
<b>WISDOM</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ALLY</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>CHARISMA</b> d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: CHARISMA +2	<b>BLESSING</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
<b>POWERS</b>		
<b>HAND SIZE</b> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
<b>PROFICIENT WITH</b> <input type="checkbox"/> Light Armors		
For your combat check, you may discard the top card of your deck to use your Divine skill + 2d4 ( <input type="checkbox"/> 2d6) plus ( <input type="checkbox"/> twice) that card's adventure deck number and add the Attack, Divine, Fire ( <input type="checkbox"/> or Force or Mental), and Magic traits to the check. This counts as playing a spell. ( <input type="checkbox"/> If the discarded card is a spell, you may recharge it instead.)		
When you examine 1 or more cards from a character or location deck, you may examine an additional card ( <input type="checkbox"/> and then you may shuffle that deck).		
During your exploration, when you succeed at a check that invokes the Fire ( <input type="checkbox"/> or Attack) trait, you may move after you resolve the encounter.		
<input type="checkbox"/> When you start your turn with no blessings in your hand, you may draw a card ( <input type="checkbox"/> and then you may recharge a card).		
<input type="checkbox"/> At the start of your turn, you may examine the bottom card of your location deck.		

## Bride of the Sun



# Grazzle

Male Lizardfolk Oracle



Played by:

PFS Number:



SKILLS	CARDS	FT: SPELL
<b>STRENGTH</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>WEAPON</b> 1 <input type="checkbox"/> 2	
<b>DEXTERITY</b> d6 <input type="checkbox"/> +1	<b>SPELL</b> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ARMOR</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>INTELLIGENCE</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
<b>WISDOM</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ALLY</b> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
CRAFT: WISDOM +1 SURVIVAL: WISDOM +2	<b>BLESSING</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
<b>CHARISMA</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4		
DIVINE: CHARISMA +3		
<b>POWERS</b>		
<b>HAND SIZE</b> 6 <input type="checkbox"/> 7		
<b>PROFICIENT WITH</b> Light Armors		
You automatically succeed at your check to recharge a spell ( <input type="checkbox"/> and you may shuffle it into your deck instead).		
At the start of your turn, you may discard any number of cards from the top of your deck. Each other character may shuffle random cards from his discard pile into his deck; the total number of cards shuffled must not exceed ( <input type="checkbox"/> 1 plus) twice the number of cards you discarded.		
<input type="checkbox"/> Add 2 to your check that invokes the Attack trait.		

# Grazzle

Male Lizardfolk Oracle



Played by:

PFS Number:



SKILLS	CARDS	FT: SPELL
<b>STRENGTH</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>WEAPON</b> 1 <input type="checkbox"/> 2	
<b>DEXTERITY</b> d6 <input type="checkbox"/> +1	<b>SPELL</b> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ARMOR</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>INTELLIGENCE</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
<b>WISDOM</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ALLY</b> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
CRAFT: WISDOM +1 SURVIVAL: WISDOM +2	<b>BLESSING</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
<b>CHARISMA</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4		
DIVINE: CHARISMA +3		
<b>POWERS</b>		
<b>HAND SIZE</b> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
<b>PROFICIENT WITH</b> Light Armors		
You automatically succeed at your check to recharge a spell ( <input type="checkbox"/> and you may shuffle it into your deck instead).		
At the start of your turn, you may discard any number of cards from the top of your deck. ( <input type="checkbox"/> If any of those cards have the Divine trait, you may recharge them instead.) Each other character may shuffle random cards from his discard pile into his deck; the total number of cards shuffled must not exceed ( <input type="checkbox"/> 1 plus) ( <input type="checkbox"/> 2 plus) ( <input type="checkbox"/> 3 plus) twice the number of cards you discarded.		
<input type="checkbox"/> Add 2 to your check that invokes the Attack trait.		
<input type="checkbox"/> Instead of the first exploration of your turn, you may shuffle a blessing ( <input type="checkbox"/> or a spell) into your deck to shuffle 1d4+1 ( <input type="checkbox"/> +2) random cards from your discard pile into your deck.		
<input type="checkbox"/> Blessings you play on any check that invokes the Attack trait add d12 instead of the normal die; you may recharge them instead of discarding them.		

## Bog Medic



# Grazzle

Male Lizardfolk Oracle



Played by:

PFS Number:



SKILLS	CARDS	FT: SPELL
<b>STRENGTH</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>WEAPON</b> 1 <input type="checkbox"/> 2	
<b>DEXTERITY</b> d6 <input type="checkbox"/> +1	<b>SPELL</b> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ARMOR</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>INTELLIGENCE</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
<b>WISDOM</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ALLY</b> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
CRAFT: WISDOM +1 SURVIVAL: WISDOM +2	<b>BLESSING</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
<b>CHARISMA</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4		
DIVINE: CHARISMA +3		
<b>POWERS</b>		
<b>HAND SIZE</b> 6 <input type="checkbox"/> 7		
<b>PROFICIENT WITH</b> Light Armors		
You automatically succeed at your check to recharge a spell ( <input type="checkbox"/> and you may shuffle it into your deck instead).		
At the start of your turn, you may discard any number of cards from the top of your deck. Each other character may shuffle random cards from his discard pile into his deck; the total number of cards shuffled must not exceed ( <input type="checkbox"/> 1 plus) twice the number of cards you discarded.		
<input type="checkbox"/> Add 2 to your check that invokes the Attack trait.		

# Grazzle

Male Lizardfolk Oracle



Played by:

PFS Number:



SKILLS	CARDS	FT: SPELL
<b>STRENGTH</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>WEAPON</b> 1 <input type="checkbox"/> 2	
<b>DEXTERITY</b> d6 <input type="checkbox"/> +1	<b>SPELL</b> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ARMOR</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>INTELLIGENCE</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
<b>WISDOM</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<b>ALLY</b> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
CRAFT: WISDOM +1 SURVIVAL: WISDOM +2	<b>BLESSING</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
<b>CHARISMA</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4		
DIVINE: CHARISMA +3		
<b>POWERS</b>		
<b>HAND SIZE</b> 6 <input type="checkbox"/> 7		
<b>PROFICIENT WITH</b> Light Armors		
You automatically succeed at your check to recharge a spell ( <input type="checkbox"/> and you may shuffle it into your deck instead).		
At the start of your turn, you may discard any number of cards from the top of your deck. ( <input type="checkbox"/> If any of those cards have the Divine trait, you may recharge a random card ( <input type="checkbox"/> or 2 random cards) from your discard pile.) Each other character may shuffle random cards from his discard pile into his deck; the total number of cards shuffled must not exceed ( <input type="checkbox"/> 1 plus) twice the number of cards you discarded.		
<input type="checkbox"/> Add 2 ( <input type="checkbox"/> 4) to your check that invokes the Attack trait.		
<input type="checkbox"/> You may recharge a card that has the Divine trait to examine the top card ( <input type="checkbox"/> or top 2 cards) of a location deck at any occupied location ( <input type="checkbox"/> and during this examination, you may ignore any powers on the examined card).		
<input type="checkbox"/> When you would bury or discard an armor for its power, you may recharge it instead.		
<input type="checkbox"/> When you discard or bury a card to examine a location deck, you may recharge it instead.		

## Bone Diviner

# Ramexes

Male Pitborn Oracle



Played by:

PFS Number:



# Ramexes

Male Pitborn Oracle



Played by:

PFS Number:



SKILLS	CARDS	FT: WEAPON
<b>STRENGTH</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 MELEE: STRENGTH +3	<b>WEAPON</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>DEXTERITY</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>SPELL</b> 3 <input type="checkbox"/> 4	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ARMOR</b> 1 <input type="checkbox"/> 2	
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b> 1 <input type="checkbox"/> 2	
<b>WISDOM</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ALLY</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
<b>CHARISMA</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIPLOMACY: CHARISMA +2 DIVINE: CHARISMA +1	<b>BLESSING</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
<b>POWERS</b>		
<b>HAND SIZE</b> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b> Light Armors Weapons		
When you defeat a monster, you may examine the top card ( <input type="checkbox"/> or top 2 cards) of your location deck.		
You may recharge a card that has the Divine trait to add 1d8 and the Fire ( <input type="checkbox"/> or Acid or Poison) trait to your combat check.		
You may bury an ally from your discard pile to explore your location ( <input type="checkbox"/> or to evade a bane you encounter).		

SKILLS	CARDS	FT: WEAPON
<b>STRENGTH</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 MELEE: STRENGTH +3	<b>WEAPON</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>DEXTERITY</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>SPELL</b> 3 <input type="checkbox"/> 4	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ARMOR</b> 1 <input type="checkbox"/> 2	
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b> 1 <input type="checkbox"/> 2	
<b>WISDOM</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ALLY</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
<b>CHARISMA</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIPLOMACY: CHARISMA +2 DIVINE: CHARISMA +1	<b>BLESSING</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
<b>POWERS</b>		
<b>HAND SIZE</b> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b> Light Armors Weapons		
When you defeat a monster, you may examine the top card ( <input type="checkbox"/> or top 2 cards) ( <input type="checkbox"/> or top 3 cards) of your ( <input type="checkbox"/> or any) location deck ( <input type="checkbox"/> and put them back in any order).		
You may recharge a card that has the Divine trait to add 1d8 and the Fire ( <input type="checkbox"/> or Acid or Poison) trait to your combat check.		
You may bury an ally from your discard pile to explore your location ( <input type="checkbox"/> or to evade a bane you encounter) ( <input type="checkbox"/> or to add your Charisma die to your check to close your location).		
<input type="checkbox"/> Add 2 ( <input type="checkbox"/> 4) to your check to recharge a spell.		
<input type="checkbox"/> After you examine a location deck, you may examine the same number of cards from your character deck ( <input type="checkbox"/> and then you may shuffle your deck).		

# Haruspex

# Ramexes

Male Pitborn Oracle



Played by:

PFS Number:



# Ramexes

Male Pitborn Oracle



Played by:

PFS Number:



SKILLS	CARDS	FT: WEAPON
<b>STRENGTH</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 MELEE: STRENGTH +3	<b>WEAPON</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>DEXTERITY</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>SPELL</b> 3 <input type="checkbox"/> 4	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ARMOR</b> 1 <input type="checkbox"/> 2	
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b> 1 <input type="checkbox"/> 2	
<b>WISDOM</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ALLY</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
<b>CHARISMA</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIPLOMACY: CHARISMA +2 DIVINE: CHARISMA +1	<b>BLESSING</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
<b>POWERS</b>		
<b>HAND SIZE</b> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b> Light Armors Weapons		
When you defeat a monster, you may examine the top card ( <input type="checkbox"/> or top 2 cards) of your location deck.		
You may recharge a card that has the Divine trait to add 1d8 and the Fire ( <input type="checkbox"/> or Acid or Poison) trait to your combat check.		
You may bury an ally from your discard pile to explore your location ( <input type="checkbox"/> or to evade a bane you encounter).		

SKILLS	CARDS	FT: WEAPON
<b>STRENGTH</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 MELEE: STRENGTH +3	<b>WEAPON</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>DEXTERITY</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>SPELL</b> 3 <input type="checkbox"/> 4	
<b>CONSTITUTION</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ARMOR</b> 1 <input type="checkbox"/> 2	
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b> 1 <input type="checkbox"/> 2	
<b>WISDOM</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ALLY</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
<b>CHARISMA</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIPLOMACY: CHARISMA +2 DIVINE: CHARISMA +1	<b>BLESSING</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
<b>POWERS</b>		
<b>HAND SIZE</b> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b> Light Armors Weapons		
When you defeat a monster, you may examine the top card ( <input type="checkbox"/> or top 2 cards) of your location deck ( <input type="checkbox"/> or recharge a random weapon from your discard pile).		
You may recharge ( <input type="checkbox"/> or reveal) a card that has the Divine trait to add 1d8 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) and the Fire ( <input type="checkbox"/> or Acid or Poison) trait to your combat check.		
You may bury an ally from your discard pile to explore your location ( <input type="checkbox"/> or to evade a bane you encounter) ( <input type="checkbox"/> or to add 1 die to any check to defeat a henchman or villain).		
<input type="checkbox"/> Add 1 die to your check to acquire a weapon or armor.		
<input type="checkbox"/> When you discard a weapon for its power, you may first recharge a random card from your discard pile ( <input type="checkbox"/> or shuffle it into your deck).		

## Warsighted