

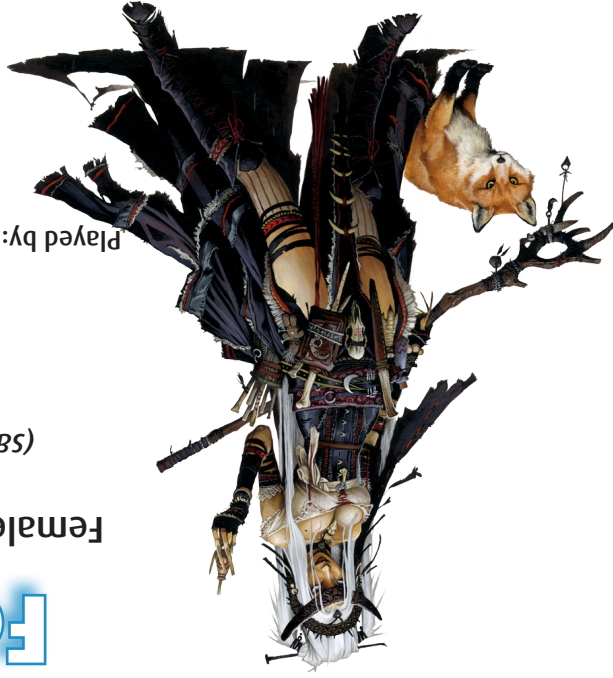


Female Human Witch

Feiya

(S65 with Cohort)

Played by:

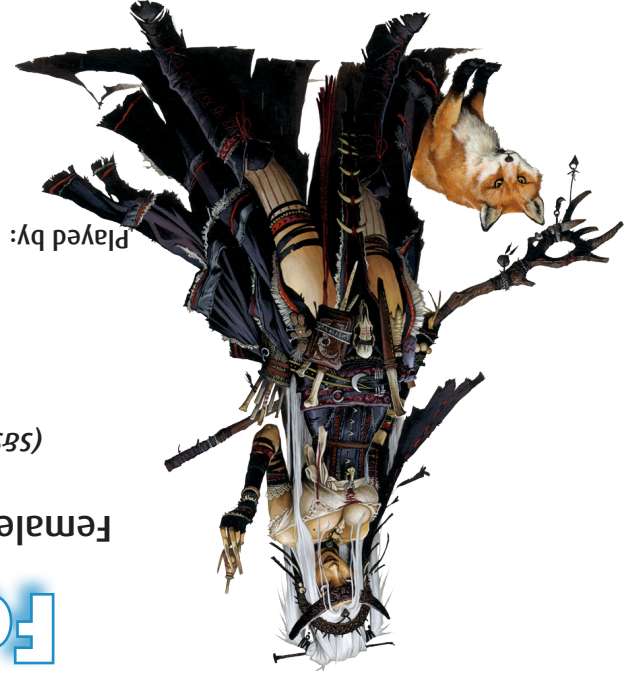


Female Human Witch

Feiya

(S65 with Cohort)

Played by:



SKILLS		CARDS		FT: SPELL
STRENGTH	d6 □+1	WEAPON	—	
DEXTERITY	d4 □+1	SPELL	6 □ 7 □ 8 □ 9 □ 10	
CONSTITUTION	d6 □+1 □+2 □+3	ARMOR	—	
INTELLIGENCE	d12 □+1 □+2 □+3 □+4 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 □ 3 □ 4	
WISDOM	d6 □+1 □+2 □+3	ALLY	3 □ 4 □ 5	
CHARISMA	d8 □+1 □+2 □+3 DIPLOMACY: CHARISMA +2	BLESSING	4 □ 5 □ 6	
		COHORT	DAJI	

POWERS	
HAND SIZE	6 □ 7 □ 8
When any character at your location attempts a check to acquire a spell or defeat a monster (□ or barrier), you may recharge a card to reduce the difficulty of that check by 1 (□ 2) plus the adventure deck number of the recharged card, if any.	
You may discard an ally that has the Animal trait to return a spell from your discard pile to your hand.	

SKILLS		CARDS		FT: SPELL
STRENGTH	d6 □+1	WEAPON	—	
DEXTERITY	d4 □+1	SPELL	6 □ 7 □ 8 □ 9 □ 10	
CONSTITUTION	d6 □+1 □+2 □+3	ARMOR	—	
INTELLIGENCE	d12 □+1 □+2 □+3 □+4 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 □ 3 □ 4	
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		COHORT	DAJI	

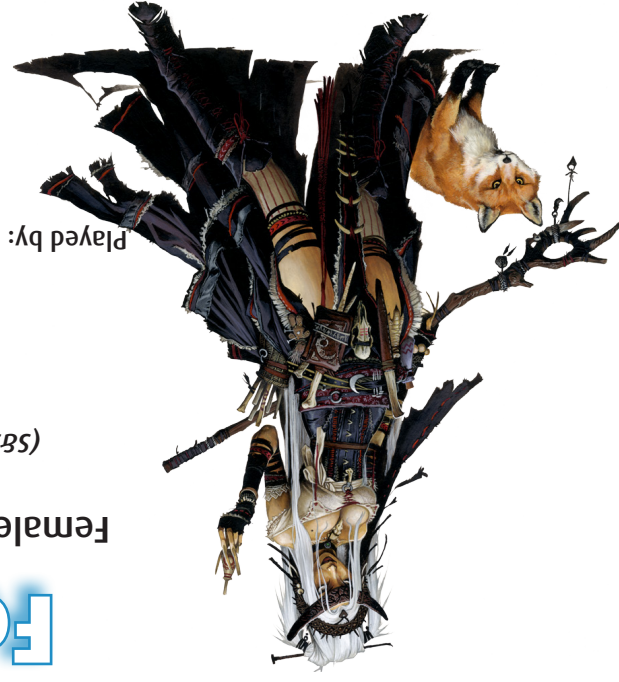
POWERS	
HAND SIZE	6 □ 7 □ 8 □ 9
When any character at your location attempts a check to acquire a spell or defeat a monster (□ or barrier), you may recharge a card to reduce the difficulty of that check by 1 (□ 2) plus the adventure deck number of the recharged card, if any.	
You may discard an ally that has the Animal trait to return a spell from your discard pile to your hand.	
□ You may discard a card to evade a bane that has the Aquatic trait (□ and you may put the bane on top of the deck).	
□ You may recharge a card to add 2d4 to your Fortitude (□ or Survival) check.	
□ When you close a location, you may move.	
□ When you play Blessing of Hshurha, or you play any blessing on any check to defeat a bane that has the Aquatic trait, you may recharge it instead of discarding it.	

Sea Witch



Feiya

Female Human Witch
 (S&S with Cohort)

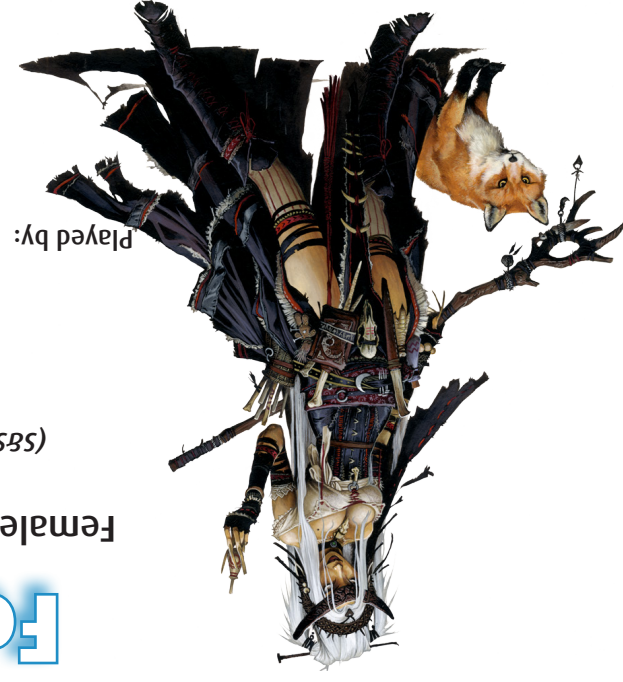


SKILLS		CARDS		FT: SPELL
STRENGTH	d6 □+1	WEAPON	—	
DEXTERITY	d4 □+1	SPELL	6 □ 7 □ 8 □ 9 □ 10	
CONSTITUTION	d6 □+1 □+2 □+3	ARMOR	—	
INTELLIGENCE	d12 □+1 □+2 □+3 □+4 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 □ 3 □ 4	
WISDOM	d6 □+1 □+2 □+3	ALLY	3 □ 4 □ 5	
CHARISMA	d8 □+1 □+2 □+3 DIPLOMACY: CHARISMA +2	BLESSING	4 □ 5 □ 6	
		COHORT	DAJI	

POWERS	
HAND SIZE	6 □ 7 □ 8
When any character at your location attempts a check to acquire a spell or defeat a monster (□ or barrier), you may recharge a card to reduce the difficulty of that check by 1 (□ 2) plus the adventure deck number of the recharged card, if any.	
You may discard an ally that has the Animal trait to return a spell from your discard pile to your hand.	

Feiya

Female Human Witch
 (S&S with Cohort)



SKILLS		CARDS		FT: SPELL
STRENGTH	d6 □+1	WEAPON	—	
DEXTERITY	d4 □+1	SPELL	6 □ 7 □ 8 □ 9 □ 10	
CONSTITUTION	d6 □+1 □+2 □+3	ARMOR	—	
INTELLIGENCE	d12 □+1 □+2 □+3 □+4 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 □ 3 □ 4	
WISDOM	d6 □+1 □+2 □+3	ALLY	3 □ 4 □ 5	
CHARISMA	d8 □+1 □+2 □+3 DIPLOMACY: CHARISMA +2	BLESSING	4 □ 5 □ 6	
		COHORT	DAJI	

POWERS	
HAND SIZE	6 □ 7 □ 8 □ 9
When any character at your location attempts a check to acquire a spell or defeat a monster (□ or barrier), you may recharge a card to reduce the difficulty of that check by 1 (□ 2) (□ 3) plus the adventure deck number of the recharged card, if any.	
You may discard an ally that has the Animal trait (□ or any ally) to return a spell from your discard pile to your hand.	
□ When you would shuffle a non-henchman, non-villain monster you encountered into a location deck, you may exchange it for a random monster from the box.	
□ When you succeed at a Craft check (□ or play a spell that has the Arcane trait), you may examine the top card of your deck; if it's a spell (□ or ally) you may add it to your hand.	
□ When you play Blessing of Pharasma, or you play any blessing on any check to acquire an ally, you may recharge it instead of discarding it.	