



Heggal

Male Halfing Cleric



Played by:

PFS Number:



SKILLS		CARDS		FT: ALLY
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
MELLEE: STRENGTH +2		SPELL	3 <input type="checkbox"/> 4	
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	2 <input type="checkbox"/> 3	
INTELLIGENCE	d4 <input type="checkbox"/> +1	ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
DIVINE: WISDOM +2				
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3			
DIPLOMACY: CHARISMA +3				
POWERS				
HAND SIZE	5 <input type="checkbox"/> 6			
PROFICIENT WITH	Light Armors <input type="checkbox"/> Heavy Armors <input type="checkbox"/> Weapons <input type="checkbox"/>			
Instead of your first exploration on a turn, you may reveal an ally to choose a character at your location. Shuffle 1d4+1 (<input type="checkbox"/> +2) random cards from her discard pile into her deck, then discard the ally you revealed.				
You may reveal an ally that lists Diplomacy in its check to acquire to add 1d4 (<input type="checkbox"/> +1) to your check.				

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SKILLS		CARDS		FT: ALLY
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
MELLEE: STRENGTH +2		SPELL	3 <input type="checkbox"/> 4	
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	2 <input type="checkbox"/> 3	
INTELLIGENCE	d4 <input type="checkbox"/> +1	ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
DIVINE: WISDOM +2				
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3			
DIPLOMACY: CHARISMA +3				
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 <input type="checkbox"/> Weapons <input type="checkbox"/>			
Instead of your first exploration on a turn, you may reveal an ally (<input type="checkbox"/> or a card that has the Divine trait) to choose a character at your location. Shuffle 1d4+1 (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) random cards from her discard pile into her deck, then discard the card you revealed.				
You may reveal an ally that lists Diplomacy in its check to acquire to add 1d4 (<input type="checkbox"/> +1) to your check.				
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check against a card that has the Healing (<input type="checkbox"/> or Divine) trait.				
<input type="checkbox"/> When a character at your location plays Blessing of Cayden Cailean, that character may recharge a different random card from her discard pile.				

Rejuvenator





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Male Halfing Cleric



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PFS Number:



SKILLS		CARDS		FT: ALLY
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
MELLEE: STRENGTH +2		SPELL	3 <input type="checkbox"/> 4	
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	2 <input type="checkbox"/> 3	
INTELLIGENCE	d4 <input type="checkbox"/> +1	ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
DIVINE: WISDOM +2				
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3			
DIPLOMACY: CHARISMA +3				
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 an ally to choose a character at your location. Shuffle 1d4+1 (<input type="checkbox"/> +2) random cards from her discard pile into her deck, then discard the ally you revealed.				
You may reveal an ally that lists Diplomacy in its check to acquire to add 1d4 (<input type="checkbox"/> +1) to your check.				

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SKILLS		CARDS		FT: ALLY
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
MELLEE: STRENGTH +2		SPELL	3 <input type="checkbox"/> 4	
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	2 <input type="checkbox"/> 3	
INTELLIGENCE	d4 <input type="checkbox"/> +1	ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
DIVINE: WISDOM +2				
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3			
DIPLOMACY: CHARISMA +3				
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 an ally to choose a character at your location. Shuffle 1d4+1 (<input type="checkbox"/> +2) random cards from her discard pile into her deck, then discard the ally you revealed.				
You may reveal an ally that lists Diplomacy in its check to acquire to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to your check.				
<input type="checkbox"/> At the start of your turn, you may discard 1 ally then add 1 weapon (<input type="checkbox"/> or card) from your discard pile to your hand.				
<input type="checkbox"/> When you play Blessing of Cayden Cailean, you may recharge it (<input type="checkbox"/> or shuffle it into your deck) instead of discarding it.				

Life of the Party





Kyra

Female Human Cleric



Played by:
PFS Number:



SKILLS		CARDS		FT: BLESSING	
STRENGTH	d10 <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		
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	1 <input type="checkbox"/> 2		
WISDOM	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	BLESSING	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
DIVINE: WISDOM +2					
SURVIVAL: WISDOM +1					
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2				
POWERS					
HAND SIZE	5				
PROFICIENT WITH	Light Armors Heavy Armors <input type="checkbox"/> Weapons				
Instead of your first exploration on a turn, you may reveal a card that has 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.					
If your combat check has the Sword trait, add 2 (<input type="checkbox"/> 4) and you may add the Magic (<input type="checkbox"/> and/or Fire) trait to it.					

Kyra

Female Human Cleric



Played by:
PFS Number:



SKILLS	CARDS	FT: BLESSING
STRENGTH d10 <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	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	ITEM 1 <input type="checkbox"/> 2
CONSTITUTION d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY 1 <input type="checkbox"/> 2	BLESSING 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	Fireflower	
WISDOM d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: WISDOM +2 SURVIVAL: WISDOM +1		
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 that has 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.		
If your combat check has the Sword trait, add 2 (<input type="checkbox"/> 4) and you may add the Magic (<input type="checkbox"/> and/or Fire) trait to it.		
<input type="checkbox"/> If you defeat a monster on your turn, and your check to defeat has the Sword trait, you may discard (<input type="checkbox"/> or recharge) a card to immediately explore again.		
<input type="checkbox"/> You automatically succeed at your check to acquire a weapon (<input type="checkbox"/> or a spell).		
<input type="checkbox"/> When you play Blessing of Sarenrae, you may recharge it (<input type="checkbox"/> or shuffle it into your deck) instead of discarding it.		

Fireflower

kyra

Female Human Cleric



Played by:

PFS Number:



SKILLS	CARDS	FT: BLESSING
STRENGTH d10 <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	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 d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: WISDOM +2 SURVIVAL: WISDOM +1	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		
PROFICIENT WITH Light Armors Heavy Armors <input type="checkbox"/> Weapons		
Instead of your first exploration on a turn, you may reveal a card that has 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.		
If your combat check has the Sword trait, add 2 (<input type="checkbox"/> 4) and you may add the Magic (<input type="checkbox"/> and/or Fire) trait to it.		

kyra

Female Human Cleric



Played by:

PFS Number:



SKILLS	CARDS	FT: BLESSING
STRENGTH d10 <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	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 d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: WISDOM +2 SURVIVAL: WISDOM +1	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 that has 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.		
If your combat check has the Sword trait, add 2 (<input type="checkbox"/> 4) and you may add the Magic (<input type="checkbox"/> and/or Fire) trait to it.		
<input type="checkbox"/> You may recharge a card to add 2d4 to your Survival check (<input type="checkbox"/> or a Survival check by another character at your location).		
<input type="checkbox"/> When you play Blessing of Sarenrae, you may recharge it (<input type="checkbox"/> or shuffle it into your deck) instead of discarding it.		



Tarlin

Male Human Cleric



Played by:

PFS Number:



Tarlin

Male Human Cleric



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	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
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		
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	1 <input type="checkbox"/> 2		
FORTITUDE: CONSTITUTION +2		ALLY	1 <input type="checkbox"/> 2		
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3				
DIVINE: WISDOM +1					
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	Light Armors Heavy Armors Weapons				
Instead of your first exploration on a turn, you may reveal a weapon that has the 2-Handed trait or a blessing 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.					
You may discard an armor to return a weapon from your discard pile to your hand.					

SKILLS		CARDS	FT: WEAPON
STRENGTH MELEE: STRENGTH +2	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	WEAPON SPELL ARMOR ITEM ALLY BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 2 <input type="checkbox"/> 3 1 <input type="checkbox"/> 2 1 <input type="checkbox"/> 2 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
DEXTERITY CONSTITUTION FORTITUDE: CONSTITUTION +2	d4 <input type="checkbox"/> +1 d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	<h1>Noble Scion</h1>	
INTELLIGENCE WISDOM DIVINE: WISDOM +1	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 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 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors Heavy Armors Weapons		
Instead of your first exploration on a turn, you may reveal a weapon that has the 2-Handed trait or a blessing 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. (<input type="checkbox"/> You may draw a card.)			
You may discard an armor to return a weapon from your discard pile to your hand.			
<input type="checkbox"/> You gain the skill DIPLOMACY: CHARISMA +2 (<input type="checkbox"/> +4).			
<input type="checkbox"/> When you play an ally that has the Hireling or Aristocrat trait on a check, you may recharge it.			
<input type="checkbox"/> You may recharge an ally to recharge a random card (<input type="checkbox"/> or a weapon of your choice) from your discard pile.			
<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.			



Tarlin

Male Human Cleric



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PFS Number:



Tarlin

Male Human Cleric



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	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
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		
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	1 <input type="checkbox"/> 2		
FORTITUDE: CONSTITUTION +2		ALLY	1 <input type="checkbox"/> 2		
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3				
DIVINE: WISDOM +1					
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	Light Armors Heavy Armors Weapons				
Instead of your first exploration on a turn, you may reveal a weapon that has the 2-Handed trait or a blessing 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.					
You may discard an armor to return a weapon from your discard pile to your hand.					

SKILLS					CARDS		FT: WEAPON			
STRENGTH		d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4	WEAPON	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
MELEE: STRENGTH +2										
DEXTERITY		d4	<input type="checkbox"/> +1							
CONSTITUTION		d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3					
FORTITUDE: CONSTITUTION +2										
INTELLIGENCE		d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2						
WISDOM		d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3					
DIVINE: WISDOM +1										
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		Light Armors		Heavy Armors		Weapons				
Instead of your first exploration on a turn, you may reveal a weapon that has the 2-Handed trait or a blessing 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.										
You may discard (<input type="checkbox"/> or recharge) an armor to return a weapon from your discard pile to your hand.										
<input type="checkbox"/> When a character plays a blessing on your combat or Charisma check, that character may recharge a random card from her discard pile; if the played blessing is Blessing of Iomedae, the character may first recharge the blessing.										
<input type="checkbox"/> You may recharge a weapon to recharge a random card (<input type="checkbox"/> or an ally of your choice) from your discard pile.										
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to acquire a weapon or an ally.										
<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.										

Peacemaker

Peacemaker



Zarlouva

Female Human Cleric



Played by:

PFS Number:



Zarlouva

Female Human Cleric



Played by:

PFS Number:



SKILLS	CARDS	FT: SPELL
STRENGTH d4 □ +1	WEAPON — □ 1	
DEXTERITY d6 □ +1	SPELL 5 □ 6 □ 7 □ 8	
CONSTITUTION d6 □ +1 □ +2 □ +3	ARMOR 1 □ 2	
INTELLIGENCE d10 □ +1 □ +2 □ +3 □ +4 CRAFT: INTELLIGENCE +2 KNOWLEDGE: INTELLIGENCE +2	ITEM 2 □ 3 □ 4	
WISDOM d10 □ +1 □ +2 □ +3 □ +4 DIVINE: WISDOM +3	ALLY 2 □ 3	
CHARISMA d6 □ +1 □ +2	BLESSING 5 □ 6 □ 7	
POWERS		
HAND SIZE 6 □ 7 □ 8		
When you would recharge a spell that has both the Divine and Attack traits, you may place it on top of your deck instead.		
When you acquire a card that has the Magic trait, examine the top (□ or bottom) card of your deck; if it is a spell (□ or a blessing), you may add it to your hand.		

SKILLS	CARDS	FT: SPELL
STRENGTH d4 □ +1	WEAPON — □ 1	
DEXTERITY d6 □ +1	SPELL 5 □ 6 □ 7 □ 8	
CONSTITUTION d6 □ +1 □ +2 □ +3	ARMOR 1 □ 2	
INTELLIGENCE d10 □ +1 □ +2 □ +3 □ +4 CRAFT: INTELLIGENCE +2 KNOWLEDGE: INTELLIGENCE +2	ITEM 2 □ 3 □ 4	
WISDOM d10 □ +1 □ +2 □ +3 □ +4 DIVINE: WISDOM +3	ALLY 2 □ 3	
CHARISMA d6 □ +1 □ +2	BLESSING 5 □ 6 □ 7	
POWERS		
HAND SIZE 6 □ 7 □ 8		
PROFICIENT WITH □ Light Armors		
When you would recharge a spell that has both the Divine and Attack traits, you may place it on top of your deck instead.		
When you acquire a card that has the Magic trait, examine the top (□ or bottom) card of your deck; if it is a spell (□ or a blessing), you may add it to your hand.		
□ For your check to acquire an item (□ or a blessing) (□ or any boon), you may use your Knowledge skill (□ +1) (□ +2) in place of any listed skill.		
□ When you play Blessing of Nethys, you may recharge it (□ or place it on top of your deck) instead of discarding it.		

Scholar

Zarlouva

Female Human Cleric



Played by:

PFS Number:



Zarlouva

Female Human Cleric



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	— <input type="checkbox"/> 1
DEXTERITY	d6 <input type="checkbox"/> +1	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 CRAFT: INTELLIGENCE +2 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
WISDOM	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: WISDOM +3	ALLY	2 <input type="checkbox"/> 3
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
POWERS			
HAND SIZE		6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
When you would recharge a spell that has both the Divine and Attack traits, you may place it on top of your deck instead.			
When you acquire a card that has the Magic trait, examine the top (<input type="checkbox"/> or bottom) card of your deck; if it is a spell (<input type="checkbox"/> or a blessing), you may add it to your hand.			

SKILLS		CARDS	FT: SPELL
STRENGTH	d4 <input type="checkbox"/> +1	WEAPON	— <input type="checkbox"/> 1
DEXTERITY	d6 <input type="checkbox"/> +1	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR	1 <input type="checkbox"/> 2
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 CRAFT: INTELLIGENCE +2 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
WISDOM	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: WISDOM +3	ALLY	2 <input type="checkbox"/> 3
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
POWERS		Theurge	
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8 <input type="checkbox"/> 9		
When you would recharge a spell that has both the Divine (<input type="checkbox"/> or Arcane) and Attack traits, you may place it on top of your deck instead.			
When you acquire a card that has the Magic trait, examine the top (<input type="checkbox"/> or bottom) card of your deck; if it is a spell (<input type="checkbox"/> or a blessing), you may add it to your hand.			
<input type="checkbox"/> You gain the skill ARCANE: INTELLIGENCE +2.			
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to acquire (<input type="checkbox"/> or recharge) a spell.			
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check that has the Attack trait.			

WEAPONS

___ Longsword (B)^B x2	___ Scimitar (1)	___ Spellsword +2 (4)
___ Mace (B)^B	___ Flaming Scimitar +1 (2)	___ Grayflame Mace +2 (5)
___ Quarterstaff (B)^B	___ Greatclub +1 (2)	___ Dancing Scimitar +2 (6)
___ Scimitar (B)	___ Icy Hooked Hammer +1 (3)	___
___ Morningstar +1 (1)	___ Greatclub +3 (4)	___

SPELLS

___ Cure (B)^B x3	___ Fear (1)	___ Scrying (4)
___ Find Traps (B)	___ Protect (2)	___ Divine Blaze (5)
___ Fireblade (B)^B	___ Wisdom (2)	___ Raise Dead (5)
___ Holy Light (B)	___ Consecrate (3)	___ Holy Feast (6)
___ Inflict (B)^B	___ Major Cure (3)	___ Vengeful Storm (6)
___ Augury (1)	___ Righteousness (4)	___

ARMORS

___ Chain Mail (B)^B	___ Elven Chain Shirt (1)	___ Animated Shield (4)
___ Magic Half-Plate (B)	___ Deathbane Shield (2)	___ Invincible Breastplate (5)
___ Magic Shield (B)	___ Chainmail of	___ Adamantine Plate Armor (6)
___ Wooden Armor (B)^B	___ Cold Resistance (3)	___

ITEMS

___ Holy Water (B)^B	___ Spyglass (2)	___ Pure Holy Water (5)
___ Pearl of Wisdom (B)	___ Belt of Giant Strength (3)	___
___ Sage's Journal (B)^B	___ Headband of	___
___ Conch Shell (1)^B	___ Inspired Wisdom (4)	___

ALLIES

___ Dog (B)^B	___ Raconteur (1)	___ Exalted (5)
___ Lookout (B)^B	___ Social Climber (1)	___ Sacred Killer (5)
___ Retainer (B)	___ Surgeon (1)	___ Clockwork Owl (5)
___ Sage (B)^B	___ Cook (2)	___ Princeling (6)
___ Smith (B)	___ Evangelist (3)	___
___ Standard Bearer (B)^B	___ Valet (3)	___
___ Wanderer (B)	___ Merchant Lord (4)	___

BLESSINGS

___ Blessing of	___ Blessing of Gorum (1) x2	___ Blessing of Besmara (4)
___ Cayden Cailean (B) x3	___ Blessing of the Gods (1)^B	___ Blessing of Erastil (4)
___ Blessing of Iomedae (B) x3	___ Blessing of Milani (2)	___ Blessing of Norgorber (4)
___ Blessing of Pharasma (B) x3	___ Blessing of Sivanah (2)	___ Blessing of Kelizandri (5)
___ Blessing of Sarenrae (B) x3	___ Blessing of Abadar (3)	___ Blessing of Nethys (6) x2
___ Blessing of the Gods (B)^B x3	___ Blessing of Gozreh (3)	___

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