

Amaryllis

Female Halfling Sorceress



Played by:
PFS Number:



SKILLS		CARDS		FT: SPELL	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	—		
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 ACROBATICS: DEXTERITY +2	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +2	ARMOR	— <input type="checkbox"/> 1		
INTELLIGENCE	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
WISDOM	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
CHARISMA	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: CHARISMA +2	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
POWERS					
HAND SIZE	6 <input type="checkbox"/> 7				
PROFICIENT WITH	<input type="checkbox"/> Light Armors				
If you fail a check that has the Arcane trait (<input type="checkbox"/> or any check), you may bury a card from your hand to ignore the result and reroll the dice. You must take the second result.					
At the end of your turn, after (<input type="checkbox"/> and before) you reset your hand, you may attempt to recharge a spell in your discard pile.					

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SKILLS		CARDS		FT: SPELL	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	—		
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 ACROBATICS: DEXTERITY +2	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +2	ARMOR	— <input type="checkbox"/> 1		
INTELLIGENCE	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
WISDOM	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
CHARISMA	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: CHARISMA +2	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
POWERS		Primalist			
HAND SIZE	6 <input type="checkbox"/> 7				
PROFICIENT WITH	<input type="checkbox"/> Light Armors				
If you fail a check that has the Arcane trait (<input type="checkbox"/> or any check), you may bury a card from your hand (<input type="checkbox"/> or a random card from your discard pile) to ignore the result and reroll the dice. You must take the second result.					
At the end of your turn, after (<input type="checkbox"/> and before) you reset your hand, you may attempt to recharge a spell in your discard pile.					
<input type="checkbox"/> After your reset your hand, you may shuffle your deck (<input type="checkbox"/> and you may shuffle your location deck).					
<input type="checkbox"/> Reduce Electricity (<input type="checkbox"/> and Fire) damage dealt to you by 1d4.					
<input type="checkbox"/> When you play a blessing with the Basic trait, add a d12 in place of the normal die. (<input type="checkbox"/> If the result was odd, you may recharge the blessing.)					
<input type="checkbox"/> Before you draw your starting hand, your hand size is increased by 1d4 until the end of the scenario.					

Primalist



Amaryllis

Female Halfing Sorceress



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PFS Number:



SKILLS		CARDS		FT: SPELL	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	—		
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 ACROBATICS: DEXTERITY +2	SPELL	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +2	ARMOR	—	<input type="checkbox"/> 1	
INTELLIGENCE	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
WISDOM	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
CHARISMA	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: CHARISMA +2	BLESSING	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5 <input type="checkbox"/> 6
POWERS					
HAND SIZE	6 <input type="checkbox"/> 7				
PROFICIENT WITH	<input type="checkbox"/> Light Armors				
If you fail a check that has the Arcane trait (<input type="checkbox"/> or any check), you may bury a card from your hand to ignore the result and reroll the dice. You must take the second result.					
At the end of your turn, after (<input type="checkbox"/> and before) you reset your hand, you may attempt to recharge a spell in your discard pile.					

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SKILLS		CARDS		FT: SPELL
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	—	
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 ACROBATICS: DEXTERITY +2	SPELL	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7	
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 FORTITUDE: CONSTITUTION +2	ARMOR	— <input type="checkbox"/> 1	
INTELLIGENCE	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
WISDOM	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CHARISMA	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: CHARISMA +2	BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
Luckstealer				
POWERS				
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8			
PROFICIENT WITH	<input type="checkbox"/> Light Armors			
If you fail a check that has the Arcane trait (<input type="checkbox"/> or any check), you may bury (<input type="checkbox"/> or discard) a card from your hand (<input type="checkbox"/> or the top card of your deck) to ignore the result and reroll the dice (<input type="checkbox"/> and add 1d4). You must take the second result.				
At the end of your turn, after (<input type="checkbox"/> and before) you reset your hand, you may attempt to recharge a spell in your discard pile.				
<input type="checkbox"/> Reduce Electricity (<input type="checkbox"/> and Acid and Cold) damage dealt to you by 1 (<input type="checkbox"/> 2).				
<input type="checkbox"/> When you play a blessing with the Basic trait, add a d12 in place of the normal die.				

Luckstealer



Qualzar

Male Gnome Sorcerer



Played by:

PFS Number:



SKILLS		CARDS		FT: SPELL	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	1 <input type="checkbox"/> 2		
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
CONSTITUTION	d4 <input type="checkbox"/> +1	ARMOR	1 <input type="checkbox"/> 2		
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +2	ALLY	4 <input type="checkbox"/> 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 +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
POWERS					
HAND SIZE	6 <input type="checkbox"/> 7				
For your combat check, you may discard a card to use your Arcane skill + 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) and add the Attack, Mental, and Magic traits. This counts as playing a spell.					
When you encounter a monster, you may evade it (<input type="checkbox"/> and put it on top of the location deck it came from). This counts as playing a spell that has the Arcane and Mental traits.					

Qualzar

Male Gnome Sorcerer



Played by:

PFS Number:



SKILLS		CARDS		FT: SPELL	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	1 <input type="checkbox"/> 2		
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
CONSTITUTION	d4 <input type="checkbox"/> +1	ARMOR	1 <input type="checkbox"/> 2		
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
KNOWLEDGE: INTELLIGENCE +2		ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
PERCEPTION: WISDOM +2		Impeller			
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4				
ARCANE: CHARISMA +2					
POWERS					
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8				
For your combat check, you may discard a card to use your Arcane skill + 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) (<input type="checkbox"/> +4) and add the Attack, Mental (<input type="checkbox"/> or Force), and Magic traits. This counts as playing a spell.					
When you encounter a monster, you may evade it (<input type="checkbox"/> and put it on top of the location deck it came from). This counts as playing a spell that has the Arcane and Mental traits.					
<input type="checkbox"/> When you would shuffle a monster into a location deck on your turn, you may shuffle it into a random open location deck instead.					
<input type="checkbox"/> Reduce Combat damage dealt to you by 2 (<input type="checkbox"/> 3).					
<input type="checkbox"/> When you succeed at a check to recharge a spell, you may instead recharge a spell from your discard pile.					

Impeller





Qualzar

Male Gnome Sorcerer



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PFS Number:



SKILLS		CARDS		FT: SPELL	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	1 <input type="checkbox"/> 2		
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
CONSTITUTION	d4 <input type="checkbox"/> +1	ARMOR	1 <input type="checkbox"/> 2		
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 KNOWLEDGE: INTELLIGENCE +2	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 PERCEPTION: WISDOM +2	ALLY	4 <input type="checkbox"/> 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 +2	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
POWERS					
HAND SIZE	6 <input type="checkbox"/> 7				
For your combat check, you may discard a card to use your Arcane skill + 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) and add the Attack, Mental, and Magic traits. This counts as playing a spell.					
When you encounter a monster, you may evade it (<input type="checkbox"/> and put it on top of the location deck it came from). This counts as playing a spell that has the Arcane and Mental traits.					

Qualzar

Male Gnome Sorcerer



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PFS Number:



SKILLS		CARDS		FT: SPELL	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	1 <input type="checkbox"/> 2		
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
CONSTITUTION	d4 <input type="checkbox"/> +1	ARMOR	1 <input type="checkbox"/> 2		
INTELLIGENCE	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
KNOWLEDGE: INTELLIGENCE +2		ALLY	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
PERCEPTION: WISDOM +2		<h1>Mesmerist</h1>			
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4				
ARCANE: CHARISMA +2					
POWERS					
HAND SIZE		6 <input type="checkbox"/> 7 <input type="checkbox"/> 8			
For your combat check, you may discard a card to use your Arcane skill + 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) and add the Attack, Mental, and Magic traits. This counts as playing a spell.					
When you encounter a monster, you may evade it (<input type="checkbox"/> and put it on top of the location deck it came from). This counts as playing a spell that has the Arcane and Mental traits.					
<input type="checkbox"/> You automatically succeed at your check to recharge a spell (<input type="checkbox"/> or an item that has the Magic trait).					
<input type="checkbox"/> When you take damage before you act, you may discard (<input type="checkbox"/> or recharge) a card to reduce that damage to 0.					
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to acquire an ally or to defeat a summoned monster.					
<input type="checkbox"/> You gain the skill STEALTH: CHARISMA +2.					

Mesmerist



Seoni

Female Human Sorceress



Played by:

PFS Number:



SKILLS		CARDS		FT: SPELL	
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	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	—		
INTELLIGENCE	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
KNOWLEDGE: INTELLIGENCE +2		ALLY	4 <input type="checkbox"/> 5		
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
CHARISMA	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4				
ARCANE: CHARISMA +2					
DIPLOMACY: CHARISMA +1					
POWERS					
HAND SIZE	6 <input type="checkbox"/> 7				
For your combat check, you may discard a card to use your Arcane skill + 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) and add the Attack, Force, and Magic traits. This counts as playing a spell.					
Add 2 (<input type="checkbox"/> 4) to your check to acquire a boon that has the Magic trait.					

Seoni

Female Human Sorceress



Played by:

PFS Number:



SKILLS		CARDS		FT: SPELL	
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	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	—		
INTELLIGENCE	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
KNOWLEDGE: INTELLIGENCE +2		ALLY	4 <input type="checkbox"/> 5		
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
CHARISMA	d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	<h1>Dragon Initiate</h1>			
ARCANE: CHARISMA +2					
DIPLOMACY: CHARISMA +1					
POWERS					
HAND SIZE	6 <input type="checkbox"/> 7				
For your combat check, you may discard a card to use your Arcane skill + 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +5) (<input type="checkbox"/> +8) and add the Attack, Force (<input type="checkbox"/> or Acid), and Magic traits. This counts as playing a spell.					
Add 2 (<input type="checkbox"/> 4) to your check to acquire a boon that has the Magic trait.					
<input type="checkbox"/> Reduce Combat damage (<input type="checkbox"/> or all damage) dealt to you by 2.					
<input type="checkbox"/> At the end of your turn (<input type="checkbox"/> or when you close a location), you may bury (<input type="checkbox"/> or recharge) a spell to move.					

Dragon Initiate



Seoni

Female Human Sorceress



Played by:

PFS Number:



Seoni

Female Human Sorceress



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d4 □+1 □+2	WEAPON — □ 1	
DEXTERITY	d6 □+1 □+2	SPELL 3 □ 4 □ 5 □ 6	
CONSTITUTION	d6 □+1 □+2	ARMOR —	
INTELLIGENCE	d8 □+1 □+2 □+3 KNOWLEDGE: INTELLIGENCE +2	ITEM 3 □ 4 □ 5 □ 6	
WISDOM	d6 □+1 □+2	ALLY 4 □ 5	
CHARISMA	d12 □+1 □+2 □+3 □+4 ARCANE: CHARISMA +2 DIPLOMACY: CHARISMA +1	BLESSING 5 □ 6 □ 7	
POWERS			
HAND SIZE	6 □ 7		
For your combat check, you may discard a card to use your Arcane skill + 1d6 (□+1) (□+2) and add the Attack, Force, and Magic traits. This counts as playing a spell.			
Add 2 (□ 4) to your check to acquire a boon that has the Magic trait.			

SKILLS		CARDS	FT: SPELL
STRENGTH	d4 □+1 □+2	WEAPON — □ 1	
DEXTERITY	d6 □+1 □+2	SPELL 3 □ 4 □ 5 □ 6	
CONSTITUTION	d6 □+1 □+2	ARMOR —	
INTELLIGENCE	d8 □+1 □+2 □+3 KNOWLEDGE: INTELLIGENCE +2	ITEM 3 □ 4 □ 5 □ 6	
WISDOM	d6 □+1 □+2	ALLY 4 □ 5	
CHARISMA	d12 □+1 □+2 □+3 □+4 ARCANE: CHARISMA +2 DIPLOMACY: CHARISMA +1	BLESSING 5 □ 6 □ 7	
POWERS			
HAND SIZE	6 □ 7 □ 8		
For your combat check, you may discard a card to use your Arcane skill + 1d6 (□+1) (□+2) (□+3) (□+4) and add the Attack, Force, and Magic traits. This counts as playing a spell.			
Add 2 (□ 4) to your check to acquire a boon that has the Magic trait.			
□ When you attempt to acquire a boon, you may use your Knowledge skill in place of any listed skill for your check.			
□ You gain the skill CRAFT: CHARISMA +1.			
□ After you are dealt Acid, Cold, Electricity, or Fire damage, you may draw 1 card (□ or 2 cards).			
□ You may bury a card to add its adventure deck number to your check.			

Tattooed Mystic



Valendron

Male Elf Sorcerer



Played by:

PFS Number:



SKILLS		CARDS		FT: SPELL
STRENGTH	d6 □ +1 □ +2	WEAPON	2 □ 3	
DEXTERITY	d8 □ +1 □ +2 □ +3	SPELL	4 □ 5 □ 6	
STEALTH: DEXTERITY +2		ARMOR	— □ 1 □ 2	
CONSTITUTION	d4 □ +1	ITEM	2 □ 3	
INTELLIGENCE	d6 □ +1 □ +2	ALLY	3 □ 4 □ 5	
WISDOM	d8 □ +1 □ +2 □ +3	BLESSING	4 □ 5 □ 6	
CHARISMA	d10 □ +1 □ +2 □ +3 □ +4			
ARCANE: CHARISMA +2				
POWERS				
HAND SIZE	5 □ 6			
PROFICIENT WITH	□ Light Armors			
For your combat check, you may discard a card to use your Arcane skill + 1d6 (□ +1) and add the Attack, Electricity, and Magic traits. This counts as playing a spell.				
You may recharge a spell to move at the end of your turn (□ or to reduce Combat damage dealt to you by 2).				

Valendron

Male Elf Sorcerer



Played by:

PFS Number:



SKILLS		CARDS		FT: SPELL
STRENGTH	d6 □ +1 □ +2	WEAPON	2 □ 3	
DEXTERITY	d8 □ +1 □ +2 □ +3	SPELL	4 □ 5 □ 6	
STEALTH: DEXTERITY +2		ARMOR	— □ 1 □ 2	
CONSTITUTION	d4 □ +1	ITEM	2 □ 3	
INTELLIGENCE	d6 □ +1 □ +2	ALLY	3 □ 4 □ 5	
WISDOM	d8 □ +1 □ +2 □ +3	BLESSING	4 □ 5 □ 6	
CHARISMA	d10 □ +1 □ +2 □ +3 □ +4			
ARCANE: CHARISMA +2				
POWERS				
HAND SIZE	5 □ 6 □ 7			
PROFICIENT WITH	□ Light Armors			
For your combat check, you may discard a card to use your Arcane skill + 1d6 (□ +1) (□ +2) (□ +3) and add the Attack, Electricity (□ or Force), and Magic traits. (□ If the card has the Magic trait, you may add an additional 1d6.) This counts as playing a spell.				
You may recharge a spell to move at the end of your turn (□ or to reduce Combat damage dealt to you by 2) (□ 3).				
□ Reduce Electricity damage dealt to you to 0.				
□ You automatically succeed at your check to recharge a spell that has the Attack trait.				

Lightning Reaver



Valendron

Male Elf Sorcerer



Played by:

PFS Number:



SKILLS		CARDS		FT: SPELL	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	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		
STEALTH: DEXTERITY +2		ARMOR	— <input type="checkbox"/> 1 <input type="checkbox"/> 2		
CONSTITUTION	d4 <input type="checkbox"/> +1	ITEM	2 <input type="checkbox"/> 3		
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING	4 <input type="checkbox"/> 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 +2					
POWERS					
HAND SIZE	5 <input type="checkbox"/> 6				
PROFICIENT WITH	<input type="checkbox"/> Light Armors				
For your combat check, you may discard a card to use your Arcane skill + 1d6 (<input type="checkbox"/> +1) and add the Attack, Electricity, and Magic traits. This counts as playing a spell.					
You may recharge a spell to move at the end of your turn (<input type="checkbox"/> or to reduce Combat damage dealt to you by 2).					

Valendron

Male Elf Sorcerer



Played by:

PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON	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
STEALTH: DEXTERITY +2		ARMOR	— <input type="checkbox"/> 1 <input type="checkbox"/> 2
CONSTITUTION	d4 <input type="checkbox"/> +1	ITEM	2 <input type="checkbox"/> 3
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	Wind Walker	
ARCANE: CHARISMA +2			
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	<input type="checkbox"/> Light Armors		
For your combat check, you may discard a card to use your Arcane skill + 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) and add the Attack, Electricity (<input type="checkbox"/> or Cold), and Magic traits. This counts as playing a spell.			
You may recharge a spell to move at the end of your turn (<input type="checkbox"/> or to reduce Combat damage dealt to you by 2).			
<input type="checkbox"/> When you move other than during your move step, one character at your location may move with you.			
<input type="checkbox"/> Add 1d8 and the Swashbuckling trait to your check to defeat a barrier that has the Obstacle trait.			
<input type="checkbox"/> You automatically succeed at your check to recharge (<input type="checkbox"/> or acquire) a spell that has the Arcane trait and does not have the Attack trait.			

Wind Walker

WEAPONS

___ Allying Dart +1 (B)	___ Frost Sling +1 (1)	___ Giantbane Dagger +1 (4)
___ Dagger (B)^B	___ Main-Gauche +1 (2)	___ Force Sling +3 (6)
___ Sling (B)^B	___ Seeking Harpoon +1 (3)	___

SPELLS

___ Arcane Armor (B)^B	___ Good Omen (1)	___ Poison Blast (4)
___ Black Spot (B)^B	___ Illuminate (1)	___ Teleport (4)
___ Confusion (B)^B	___ Safe Harbor (2)	___ Wall of Fire (4)
___ Force Missile (B)^B	___ Unearthly Aim (2)	___ Blizzard (5)
___ Frostbite (B)^B	___ Web (2)	___ Life Leech (5)
___ Lightning Touch (B)^B	___ Dimension Leap (3)	___ Dominate (6)
___ Mirror Image (B)	___ Scrying (3)	___ Sign of Wrath (6)
___ Frost Ray (1)	___ Swipe (3)	___

ARMORS

___ Cloth Armor (B)^B	___ Blackcloth Armor (2)	___ Robe of Vision (6)
___ Leather Armor (B)^B	___ Magic Leather Armor (3)	___
___ Elven Chain Shirt (1)	___ Robe of Energy Resistance (4)	___

ITEMS

___ Blast Stone (B)^B	___ Wand of Shield (1)	___ Wand of Treasure Finding (4)
___ Bracers of Protection (B)^B	___ Boots of Elvenkind (2)	___ Bottled Lightning (5)
___ Caltrops (B)^B	___ Ivory Dice (2)	___ Chaos Stone (5)
___ Cape of Escape (B)	___ Headband of Alluring Charisma (3)	___ Pearl of Magic (6)
___ Codex (B)^B	___ Mist Horn (3)	___ Ring of Energy Resistance (6)
___ Token of Remembrance (B)	___ Rabbit's Foot (4)	___
___ Crown of Charisma (1)	___	___

ALLIES

___ Crow (B)^B	___ Menagerie Keeper (1)	___ Ataxian (5)
___ Guide (B)^B	___ Apprentice (2)	___ Pyromaniac Mage (5)
___ Jinx Eater (B)^B	___ Toad (2)	___ Clockwork Owl (6)
___ Sage (B)^B	___ Cat (3)	___ Velociraptor (6)
___ Surgeon (B)	___ Reveler (3)	___
___ Turtle (B)^B	___ Bear (4)	___
___ Incanter (1)	___ Yap the Plxie (4)	___

BLESSINGS

___ Blessing of Iomedae (B) x2	___ Blessing of Abadar (2)	___ Blessing of Sivanah (4)
___ Blessing of Pharasma (B)	___ Blessing of Pharasma (2)	___ Blessing of Achaek (5)
___ Blessing of the Gods (B)^B x4	___ Blessing of Gozreh (3) x2	___ Blessing of Sivanah (5) x2
___ Blessing of Erastil (1) x2	___ Blessing of Sivanah (3)	___ Blessing of Nethys (6) x2
___ Blessing of Pharasma (1)	___ Blessing of Lamashtu (4) x2	___

WEAPONS

___ Allying Dart +1 (B)	___ Frost Sling +1 (1)	___ Giantbane Dagger +1 (4)
___ Dagger (B)^B	___ Main-Gauche +1 (2)	___ Force Sling +3 (6)
___ Sling (B)^B	___ Seeking Harpoon +1 (3)	___

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