



Aml!

Female Dwarf Warpriest



Played by:

PFS Number:



Aml!

Female Dwarf Warpriest



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SKILLS		CARDS	FT: WEAPON OR ARMOR
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +2		WEAPON 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
DEXTERITY d4 <input type="checkbox"/> +1		SPELL 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
CONSTITUTION d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 CRAFT: CONSTITUTION +2 FORTITUDE: CON. +2		ARMOR 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
INTELLIGENCE d4 <input type="checkbox"/> +1		ITEM 2 <input type="checkbox"/> 3	
WISDOM d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: WISDOM +1		ALLY 1 <input type="checkbox"/> 2	
CHARISMA d6 <input type="checkbox"/> +1		BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
		Add "Owner: Aml!" to 1 Warhammer.	
POWERS			
HAND SIZE 4 <input type="checkbox"/> 5			
PROFICIENT WITH Light Armors Heavy Armors Weapons			
When a character plays a weapon or an armor for its power on a check, you may display any number of blessings and armors; for each card displayed, add 1 (<input type="checkbox"/> 2) to that check. Before you reset your hand (<input type="checkbox"/> and at the start of your turn), draw the displayed cards.			
After another character at your location plays a blessing on your check, he may recharge a random weapon or armor (<input type="checkbox"/> or card of a type of your choice) from his discard pile.			

SKILLS		CARDS	FT: WEAPON OR ARMOR		
STRENGTH	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
MELEE: STRENGTH +2					
DEXTERITY	d4	<input type="checkbox"/> +1			
CONSTITUTION	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
CRAFT: CONSTITUTION +2 FORTITUDE: CON. +2					
INTELLIGENCE	d4	<input type="checkbox"/> +1			
WISDOM	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
DIVINE: WISDOM +1					
CHARISMA	d6	<input type="checkbox"/> +1			
POWERS					
HAND SIZE	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6		
PROFICIENT WITH	Light Armors	Heavy Armors	Weapons		
When a character plays a weapon or an armor for its power on a check, you may display any number of blessings and armors; for each card displayed, add 1 (<input type="checkbox"/> 2) to that check. Before you reset your hand (<input type="checkbox"/> and at the start of your turn), draw the displayed cards.					
After another character at your location plays a blessing on your check, he may recharge a random weapon or armor (<input type="checkbox"/> or card of a type of your choice) from his discard pile.					
<input type="checkbox"/> You may recharge (<input type="checkbox"/> or reveal) an armor to reduce damage dealt to you (<input type="checkbox"/> or to any character at your location) by 1 (<input type="checkbox"/> 2).					
<input type="checkbox"/> Add 2 to checks by characters at your location to acquire or recharge weapons or armors (<input type="checkbox"/> or spells or blessings).					
<input type="checkbox"/> Before you play a blessing that has the Kols or Torag trait, you may recharge a random boon from your discard pile.					

Forgepriest

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SKILLS		CARDS	FT: WEAPON OR ARMOR
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +2		WEAPON 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
DEXTERITY d4 <input type="checkbox"/> +1		SPELL 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
CONSTITUTION d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 CRAFT: CONSTITUTION +2 FORTITUDE: CON. +2		ARMOR 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
INTELLIGENCE d4 <input type="checkbox"/> +1		ITEM 2 <input type="checkbox"/> 3	
WISDOM d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: WISDOM +1		ALLY 1 <input type="checkbox"/> 2	
CHARISMA d6 <input type="checkbox"/> +1		BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
		Add "Owner: Aml!" to 1 Warhammer.	
POWERS			
HAND SIZE 4 <input type="checkbox"/> 5			
PROFICIENT WITH Light Armors Heavy Armors Weapons			
When a character plays a weapon or an armor for its power on a check, you may display any number of blessings and armors; for each card displayed, add 1 (<input type="checkbox"/> 2) to that check. Before you reset your hand (<input type="checkbox"/> and at the start of your turn), draw the displayed cards.			
After another character at your location plays a blessing on your check, he may recharge a random weapon or armor (<input type="checkbox"/> or card of a type of your choice) from his discard pile.			

SKILLS		CARDS	FT: WEAPON OR ARMOR
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +2		WEAPON 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
DEXTERITY d4 <input type="checkbox"/> +1		SPELL 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
CONSTITUTION d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 CRAFT: CONSTITUTION +2 FORTITUDE: CON. +2		ARMOR 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
INTELLIGENCE d4 <input type="checkbox"/> +1		ITEM 2 <input type="checkbox"/> 3	
WISDOM d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: WISDOM +1		ALLY 1 <input type="checkbox"/> 2	
CHARISMA d6 <input type="checkbox"/> +1		BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
		Add "Owner: Aml!" to 1 Warhammer.	
Oathkeeper			
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
PROFICIENT WITH	Light Armors	Heavy Armors	Weapons
When a character plays a weapon or an armor for its power on a check, you may display any number of blessings and armors; for each card displayed, add 1 (<input type="checkbox"/> 2) to that check. Before you reset your hand (<input type="checkbox"/> and at the start of your turn), draw the displayed cards.			
After another character at your location plays a blessing on your check, he may recharge a random weapon or armor (<input type="checkbox"/> or card of a type of your choice) from his discard pile. (<input type="checkbox"/> Then you may do the same.)			
<input type="checkbox"/> At the start of your turn (<input type="checkbox"/> and after you reset your hand), you may exchange 1 card in your hand with a weapon or an armor (<input type="checkbox"/> or a spell or a blessing) in your discard pile.			
<input type="checkbox"/> When you play an ally to explore your location, you may recharge it. If you do, after the exploration, (<input type="checkbox"/> you may shuffle your deck, then you must) end your turn.			
<input type="checkbox"/> When you play a blessing that has the Kols or Torag trait, you may recharge it instead of discarding it.			

Oathkeeper





Oloch

Male Half-Orc Warriest



Played by:

PFS Number:



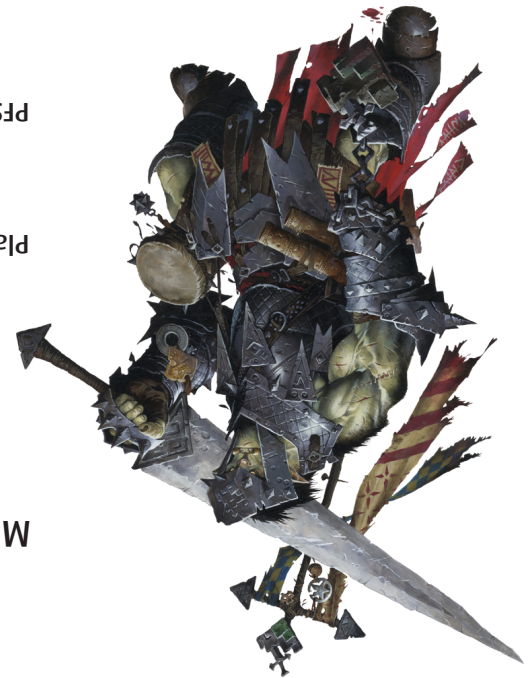
Oloch

Male Half-Orc Warriest



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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	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	2 <input type="checkbox"/> 3
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
INTELLIGENCE	d4 <input type="checkbox"/> +1	ALLY	— <input type="checkbox"/> 1
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
DIVINE: WISDOM +2		Add "Owner: Oloch" to 1 Greatsword.	
CHARISMA	d4 <input type="checkbox"/> +1		
POWERS			
HAND SIZE	4		
PROFICIENT WITH	Light Armors Heavy Armors Weapons		
When another character at your location fails a check to defeat a monster, that character may discard a card to evade the monster, then you encounter it.			
When you attempt a check, you may display any number of blessings and spells; for each card displayed, add 1 (<input type="checkbox"/> 2) to your check. Before you reset your hand, recharge the displayed cards. (<input type="checkbox"/> You may reset your hand at the start of your turn.)			
<input type="checkbox"/> You may recharge a blessing or a spell to add 1d4 (<input type="checkbox"/> +1) and the Magic trait to a check by a character at your location to defeat a monster.			

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	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	2 <input type="checkbox"/> 3
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
INTELLIGENCE	d4 <input type="checkbox"/> +1	ALLY	— <input type="checkbox"/> 1
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
DIVINE: WISDOM +2		Add "Owner: Oloch" to 1 Greatsword.	
CHARISMA	d4 <input type="checkbox"/> +1		
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5		
PROFICIENT WITH	Light Armors Heavy Armors Weapons		
When another character at your location fails a check to defeat a monster, that character may discard a card to evade the monster, then you encounter it (<input type="checkbox"/> and add 1d8 to your checks during the encounter).			
When you attempt a check, you may display any number of blessings and spells; for each card displayed, add 1 (<input type="checkbox"/> 2) to your check. Before you reset your hand, recharge the displayed cards. (<input type="checkbox"/> You may reset your hand at the start of your turn.)			
<input type="checkbox"/> You may recharge a blessing or a spell (<input type="checkbox"/> or a weapon) to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) and the Magic trait to a check by a character at your location to defeat a monster.			
<input type="checkbox"/> When you defeat a monster, a character at your location may shuffle 1 random weapon (<input type="checkbox"/> or card) from his discard pile into his deck.			
<input type="checkbox"/> Blessings played on your checks to defeat monsters (<input type="checkbox"/> or banes that have the Obstacle or Skirmish trait) add 1d12 instead of the normal die.			

Blackened Blade

Blackened Blade



Oloch

Male Half-Orc Warpriest



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	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	2 <input type="checkbox"/> 3		
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3		
INTELLIGENCE	d4 <input type="checkbox"/> +1	ALLY	— <input type="checkbox"/> 1		
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
DIVINE: WISDOM +2		Add "Owner: Oloch" to 1 Greatsword.			
CHARISMA	d4 <input type="checkbox"/> +1				
POWERS					
HAND SIZE	4				
PROFICIENT WITH	Light Armors		Heavy Armors		Weapons
When another character at your location fails a check to defeat a monster, that character may discard a card to evade the monster, then you encounter it.					
When you attempt a check, you may display any number of blessings and spells; for each card displayed, add 1 (<input type="checkbox"/> 2) to your check. Before you reset your hand, recharge the displayed cards. (<input type="checkbox"/> You may reset your hand at the start of your turn.)					
<input type="checkbox"/> You may recharge a blessing or a spell to add 1d4 (<input type="checkbox"/> +1) and the Magic trait to a check by a character at your location to defeat a monster.					

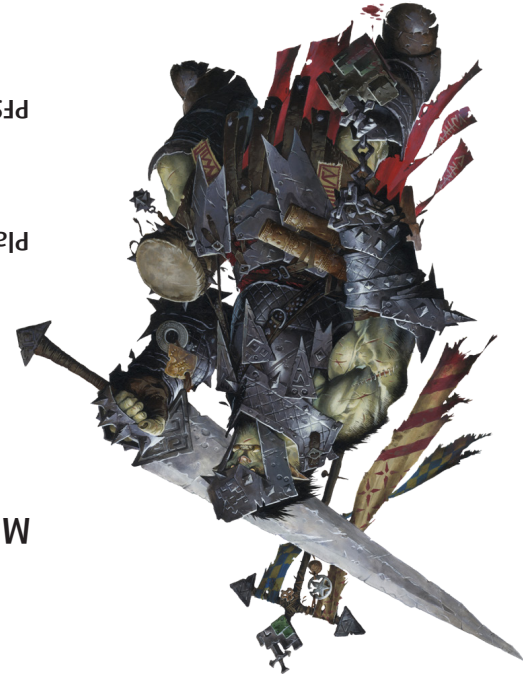
Oloch

Male Half-Orc Warpriest



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	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	2 <input type="checkbox"/> 3
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
INTELLIGENCE	d4 <input type="checkbox"/> +1	ALLY	— <input type="checkbox"/> 1
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
DIVINE: WISDOM +2		Add "Owner: Oloch" to 1 Greatsword.	
CHARISMA	d4 <input type="checkbox"/> +1		
POWERS			
HAND SIZE	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
PROFICIENT WITH	Light Armors Heavy Armors Weapons		
When another character at your location fails a check to defeat a monster, that character may discard a card (<input type="checkbox"/> or recharge a blessing) to evade the monster, then you encounter it.			
When you attempt a check, you may display any number of blessings and spells; for each card displayed, add 1 (<input type="checkbox"/> 2) to your check. Before you reset your hand, recharge the displayed cards. (<input type="checkbox"/> You may reset your hand at the start of your turn.)			
<input type="checkbox"/> You may recharge a blessing or a spell (<input type="checkbox"/> or reveal an armor) to add 1d4 (<input type="checkbox"/> +1) and the Magic trait to a check by a character at your location to defeat a monster.			
<input type="checkbox"/> After you banish, bury, discard, or recharge an armor for its power, a character at your location may shuffle a random card from his discard pile into his deck (<input type="checkbox"/> and another such character may do so).			
<input type="checkbox"/> When you would discard a weapon for its power, you may reveal a card that has the Divine trait to recharge the weapon instead of discarding it. (<input type="checkbox"/> Then you may shuffle your deck.)			

Gorum's Champion

Gorum's Champion





Uliah

Male Human Warpriest



Played by:

PFS Number:



Uliah

Male Human Warpriest



Played by:

PFS Number:



SKILLS		CARDS		FT: ALLY
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
MELEE: STRENGTH +2		SPELL	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
DEXTERITY	d6 <input type="checkbox"/> +1	ARMOR	1 <input type="checkbox"/> 2	
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	1 <input type="checkbox"/> 2	
INTELLIGENCE	d6 <input type="checkbox"/> +1	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
WISDOM	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	BLESSING	4 <input type="checkbox"/> 5	
DIVINE: WISDOM +3		Add "Owner: Uliah" to 1 Scimitar.		
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4			
DIPLOMACY: CHARISMA +2				
POWERS				
HAND SIZE	5 <input type="checkbox"/> 6			
PROFICIENT WITH	Light Armors	Heavy Armors	Weapons	
You may reveal a card that has the Mount trait (<input type="checkbox"/> or an ally) to add 1d4 (<input type="checkbox"/> +1) to your combat or Divine check.				
At the end of your move step, you may recharge a card that has the Divine trait to allow a character at your location to recharge a random card from his discard pile.				
Add 1d8 and the Magic trait to your check (<input type="checkbox"/> or to a check by a character at your location) against a bane that has the Undead trait.				

SKILLS		CARDS	FT: ALLY
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
MELEE: STRENGTH +2		SPELL	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
DEXTERITY	d6 <input type="checkbox"/> +1	ARMOR	1 <input type="checkbox"/> 2
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	1 <input type="checkbox"/> 2
INTELLIGENCE	d6 <input type="checkbox"/> +1	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
WISDOM	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	BLESSING	4 <input type="checkbox"/> 5
DIVINE: WISDOM +3		Add "Owner: Uliah" to 1 Scimitar.	
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4		
DIPLOMACY: CHARISMA +2			
POWERS			
HAND SIZE	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors Heavy Armors Weapons		
You may reveal a card that has the Mount trait (<input type="checkbox"/> or an ally) to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to your combat or Divine check.			
At the end of your move step, you may recharge a card that has the Divine trait (<input type="checkbox"/> or an ally) to allow a character at your location to recharge a random card from his discard pile.			
Add 1d8 and the Magic trait to your check (<input type="checkbox"/> or to a check by a character at your location) against a bane that has the Undead trait.			
<input type="checkbox"/> When another character at your location attempts a check, you may display a blessing or ally to add its adventure deck number. Before you reset your hand (<input type="checkbox"/> and at the start of your turn), draw the displayed card.			
<input type="checkbox"/> When you play a weapon for its power on your combat check, you may additionally add your Wisdom modifier.			
<input type="checkbox"/> After a character plays a blessing on your check that invokes the Undead trait, that character may recharge a random card from her discard pile.			

Divine Commander

Divine Commander





Uliah

Male Human Warpriest



Played by:

PFS Number:



Uliah

Male Human Warpriest



Played by:

PFS Number:



SKILLS		CARDS		FT: ALLY	
STRENGTH	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	
MELEE: STRENGTH +2					
DEXTERITY	d6	<input type="checkbox"/> +1			
CONSTITUTION	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2		
INTELLIGENCE	d6	<input type="checkbox"/> +1			
WISDOM	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
DIVINE: WISDOM +3					
CHARISMA	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
DIPLOMACY: CHARISMA +2					
POWERS					
HAND SIZE	5	<input type="checkbox"/> 6			
PROFICIENT WITH	Light Armors	Heavy Armors	Weapons		
You may reveal a card that has the Mount trait (<input type="checkbox"/> or an ally) to add 1d4 (<input type="checkbox"/> +1) to your combat or Divine check.					
At the end of your move step, you may recharge a card that has the Divine trait to allow a character at your location to recharge a random card from his discard pile.					
Add 1d8 and the Magic trait to your check (<input type="checkbox"/> or to a check by a character at your location) against a bane that has the Undead trait.					

SKILLS		CARDS		FT: ALLY	
STRENGTH	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	
MELEE: STRENGTH +2					
DEXTERITY	d6	<input type="checkbox"/> +1			
CONSTITUTION	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2		
INTELLIGENCE	d6	<input type="checkbox"/> +1			
WISDOM	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
DIVINE: WISDOM +3					
CHARISMA	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
DIPLOMACY: CHARISMA +2					
POWERS					
HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors	Heavy Armors	Weapons		
You may reveal a card that has the Mount trait (<input type="checkbox"/> or an ally) to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to your combat or Divine check (<input type="checkbox"/> or to a combat check by another character at your location).					
At the end of your move step, you may recharge a card that has the Divine trait to allow a character at your location to recharge a random card from his discard pile.					
Add 1d8 and the Magic trait to your check (<input type="checkbox"/> or to a check by a character at your location) against a bane that has the Undead (<input type="checkbox"/> or Outsider or Trigger) trait.					
<input type="checkbox"/> When another character at your location attempts a check, you may display a blessing or spell to add its adventure deck number. Before you reset your hand (<input type="checkbox"/> and at the start of your turn), draw the displayed card.					
<input type="checkbox"/> You may recharge a card that has the Divine trait to evade your encounter with a barrier (<input type="checkbox"/> or bane) that does not have the Undead trait.					
<input type="checkbox"/> When you play a blessing that has the Sarenrae trait on a character's check, after the check, that character may shuffle a random card from his discard pile into his deck.					

CARDS	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4
WEAPON	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4
SPELL	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
ARMOR	1	<input type="checkbox"/> 2	
ITEM	1	<input type="checkbox"/> 2	
ALLY	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5 <input type="checkbox"/> 6
BLESSING	4	<input type="checkbox"/> 5	
Add "Owner: Uliah" to 1 Scimitar.			

Covert Channeler

Covert Channeler



WEAPONS

___ Bastard Sword (B)	___ Elven Curve Blade (1)	___ Golembane Hammer +2 (4)
___ Glaive (B)	___ Lucerne Hammer (1)	___ Shock Greatsword +2 (4)
___ Greatsword (B)	___ Acidic Greatsword +1 (2)	___ Disrupting Warhammer (5)
___ Hammer (B)^B	___ Flaming Scimitar +1 (2)	___ Giantbane Curve Blade +3 (5)
___ Heavy Pick (B)^B	___ Greatclub +1 (2)	___ Striking Wing Scimitar (5)
___ Longspear (B)^B	___ Warhammer +2 (2)	___ Falchion +3 (6)
___ Longsword (B)^B	___ Dragonbane Greatsword +2 (3)	___ Orcish Earthbreaker +2 (6)
___ Scimitar (B)	___ Icy Hooked Hammer +1 (3)	___
___ Warhammer (B)	___ Wounding Spear-Axe +1 (3)	___
___ Cold Iron Greatsword (1)	___ Dancing Scimitar +2 (4)	___
___ Dwarven Longhammer +1 (1)	___	___

SPELLS

___ Cure (B)^B	___ Augury (1)	___ Renewal (4)
___ Detect Evil (B)	___ Sagacity (1)^B	___ Hallow (5)
___ Divine Favor (B)^B	___ Protect (2)	___ Righteousness (5)
___ Find Traps (B)	___ Weapon of Awe (2)	___ Breath of Life (6)
___ Instant Armor (B)	___ Consecrate (3)	___
___ Magic Weapon (B)^B	___ Divine Fortune (3)	___
___ Strength (B)^B	___ Major Cure (4)	___

ARMORS

___ Bone Spikes (B)^B	___ Black Dragonhide Breastplate (2)	___ Lesser Bolstering Armor (4)
___ Chain Mail (B)^B	___ Spiked Plate (2)	___ Metal Spikes (5)
___ Spiked Helm (B)	___ Celestial Armor (3)	___ Demon Armor (6)
___ Tussah Silk Coat (B)^B	___ Fortified Breastplate (4)	___
___ Spiked Breastplate (1)	___	___

ITEMS

___ Belkzen Battle Standard (B)	___ War Drum (B)	___ Belt of Physical Might (5)
___ Blood Periapt (B)^B	___ Spyglass (1)	___ Pearl of Magic (6)
___ Mattock (B)^B	___ Manual of War (2)	___
___ Potion of Ruggedness (B)	___ Belt of Giant Strength (3)	___
___ Sage's Journal (B)^B	___ Magic Spyglass (4)	___

ALLIES

___ Camel (B)^B	___ Retriever (1)	___ Hrilga Shield-Maiden (4)
___ Recruit (B)^B	___ Grave Tender (2)	___ Oathkeeper Moradan (5)
___ Riding Horse (B)^B	___ Mountain Dog (2)	___ Wagoneer of Light (6)
___ Standard Bearer (B)^B	___ Evangelist (3)	___
___ Caravan Guard (1)	___ Temperbrand (3)	___

BLESSINGS

___ Blessing of Gorum (B)	___ Blessing of Abadar (2)	___ Blessing of the Everlight (5)
___ Blessing of Kols (B)	___ Blessing of the Everlight (3)	___ Blessing of the Lord in Iron (5)
___ Blessing of Sarenrae (B)	___ Blessing of the Lord in Iron (3)	___ Blessing of the Oathkeeper (6)
___ Blessing of the Gods (B)^B x5	___ Blessing of the Oathkeeper (4)	___
___ Blessing of Gozreh (1)	___	___
___ Blessing of Pharasma (1)	___	___

WEAPONS

___ Bastard Sword (B)	___ Elven Curve Blade (1)	___ Golembane Hammer +2 (4)
___ Glaive (B)	___ Lucerne Hammer (1)	___ Shock Greatsword +2 (4)
___ Greatsword (B)	___ Acidic Greatsword +1 (2)	___ Disrupting Warhammer (5)
___ Hammer (B)^B	___ Flaming Scimitar +1 (2)	___ Giantbane Curve Blade +3 (5)
___ Heavy Pick (B)^B	___ Greatclub +1 (2)	___ Striking Wing Scimitar (5)
___ Longspear (B)^B	___ Warhammer +2 (2)	___ Falchion +3 (6)
___ Longsword (B)^B	___ Dragonbane Greatsword +2 (3)	___ Orcish Earthbreaker +2 (6)
___ Scimitar (B)	___ Icy Hooked Hammer +1 (3)	___
___ Warhammer (B)	___ Wounding Spear-Axe +1 (3)	___
___ Cold Iron Greatsword (1)	___ Dancing Scimitar +2 (4)	___
___ Dwarven Longhammer +1 (1)	___	___

SPELLS

___ Cure (B)^B	___ Augury (1)	___ Renewal (4)
___ Detect Evil (B)	___ Sagacity (1)^B	___ Hallow (5)
___ Divine Favor (B)^B	___ Protect (2)	___ Righteousness (5)
___ Find Traps (B)	___ Weapon of Awe (2)	___ Breath of Life (6)
___ Instant Armor (B)	___ Consecrate (3)	___
___ Magic Weapon (B)^B	___ Divine Fortune (3)	___
___ Strength (B)^B	___ Major Cure (4)	___

ARMORS

___ Bone Spikes (B)^B	___ Black Dragonhide Breastplate (2)	___ Lesser Bolstering Armor (4)
___ Chain Mail (B)^B	___ Spiked Plate (2)	___ Metal Spikes (5)
___ Spiked Helm (B)	___ Celestial Armor (3)	___ Demon Armor (6)
___ Tussah Silk Coat (B)^B	___ Fortified Breastplate (4)	___
___ Spiked Breastplate (1)	___	___

ITEMS

___ Belkzen Battle Standard (B)	___ War Drum (B)	___ Belt of Physical Might (5)
___ Blood Periapt (B)^B	___ Spyglass (1)	___ Pearl of Magic (6)
___ Mattock (B)^B	___ Manual of War (2)	___
___ Potion of Ruggedness (B)	___ Belt of Giant Strength (3)	___
___ Sage's Journal (B)^B	___ Magic Spyglass (4)	___

ALLIES

___ Camel (B)^B	___ Retriever (1)	___ Hrilga Shield-Maiden (4)
___ Recruit (B)^B	___ Grave Tender (2)	___ Oathkeeper Moradan (5)
___ Riding Horse (B)^B	___ Mountain Dog (2)	___ Wagoneer of Light (6)
___ Standard Bearer (B)^B	___ Evangelist (3)	___
___ Caravan Guard (1)	___ Temperbrand (3)	___

BLESSINGS

___ Blessing of Gorum (B)	___ Blessing of Abadar (2)	___ Blessing of the Everlight (5)
___ Blessing of Kols (B)	___ Blessing of the Everlight (3)	___ Blessing of the Lord in Iron (5)
___ Blessing of Sarenrae (B)	___ Blessing of the Lord in Iron (3)	___ Blessing of the Oathkeeper (6)
___ Blessing of the Gods (B)^B x5	___ Blessing of the Oathkeeper (4)	___
___ Blessing of Gozreh (1)	___	___
___ Blessing of Pharasma (1)	___	___