



Male Goblin Runt

AK



Played by:

PFS Number:



Male Goblin Runt

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PFS Number:



SKILLS	CARDS	FT: NONE
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
DEXTERITY d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 STEALTH: DEXTERITY +1	SPELL —	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 FORTITUDE: CONSTITUTION +2	ARMOR 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
WISDOM d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 SURVIVAL: WISDOM +1	ALLY 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
CHARISMA d4 <input type="checkbox"/> +1	BLESSING 6 <input type="checkbox"/> 7	
POWERS		
HAND SIZE 5		
PROFICIENT WITH Light Armors Weapons		
When you reset your hand, you may treat your hand size as 3, 4, or 5 (<input type="checkbox"/> or 2 or 6) (<input type="checkbox"/> or 1 or 7) until the end of the turn.		
When you would fail a check, you may recharge 1 card or your entire hand; for each card recharged, add 1 (<input type="checkbox"/> or 2 if it is a combat check) to the result. (<input type="checkbox"/> If you recharged 3 or more cards, you may reroll the dice; take the new result.)		

SKILLS	CARDS	FT: NONE
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
DEXTERITY d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 STEALTH: DEXTERITY +1	SPELL —	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 FORTITUDE: CONSTITUTION +2	ARMOR 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
WISDOM d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 SURVIVAL: WISDOM +1	ALLY 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
CHARISMA d4 <input type="checkbox"/> +1	BLESSING 6 <input type="checkbox"/> 7	
POWERS		
HAND SIZE 5		
PROFICIENT WITH Light Armors Weapons		
Start each scenario with this side up. When you gain or lose a feat on this card, also do so on the other side of this card. If you succeed at a check to defeat, flip this role card.		
When you reset your hand, you may treat your hand size as 3, 4, or 5 (<input type="checkbox"/> or 2 or 6) (<input type="checkbox"/> or 1 or 7) (<input type="checkbox"/> or 0 or 8) until the end of the turn. (<input type="checkbox"/> If you treat your hand size as 3 or less, you may recharge a random card from your discard pile.)		
When you would fail a check, you may recharge 1 card or your entire hand; for each card recharged, add 1 (<input type="checkbox"/> or 2 if it is a combat check) to the result. (<input type="checkbox"/> If you recharged 3 or more cards, you may reroll the dice; take the new result.)		
<input type="checkbox"/> When you encounter a bane, you may recharge a card to evade it. (<input type="checkbox"/> Then you may draw a card.)		
<input type="checkbox"/> Add 1d6 to your check to acquire an armor or an item (<input type="checkbox"/> or a weapon or a blessing).		
<input type="checkbox"/> Reduce damage dealt to you by a power that happens before or after you act by 1 (<input type="checkbox"/> 1d4).		

Survivor



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SKILLS	CARDS	FT: NONE
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	Chief
DEXTERITY d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 STEALTH: DEXTERITY +1	SPELL —	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 FORTITUDE: CONSTITUTION +2	ARMOR 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
WISDOM d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 SURVIVAL: WISDOM +1	ALLY 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
CHARISMA d4 <input type="checkbox"/> +1	BLESSING 6 <input type="checkbox"/> 7	
POWERS		
HAND SIZE 5		
PROFICIENT WITH Light Armors Weapons		
Start each scenario with the other side up. When you gain or lose a feat on this card, also do so on the other side of this card. If you attempt a check to defeat and do not succeed by at least 5, flip this role card.		
When you reset your hand, you may treat your hand size as 3, 4, or 5 (<input type="checkbox"/> or 2 or 6) (<input type="checkbox"/> or 1 or 7) (<input type="checkbox"/> or 0 or 8) until the end of the turn.		
When you would fail a check, you may recharge 1 card or your entire hand; for each card recharged, add 1 (<input type="checkbox"/> or 2 if it is a combat check) to the result. (<input type="checkbox"/> If you recharged 3 or more cards, you may reroll the dice; take the new result.) (<input type="checkbox"/> After rerolling, you may draw a card) (<input type="checkbox"/> or 2 cards).		
<input type="checkbox"/> When you defeat a monster (<input type="checkbox"/> or a barrier), you may draw a card (<input type="checkbox"/> from your deck or from the discard pile of another character at your location).		
<input type="checkbox"/> When you play (<input type="checkbox"/> or any character plays) a blessing on your check, add d12 instead of the normal die.		

SKILLS	CARDS	FT: NONE
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	Chief
DEXTERITY d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 STEALTH: DEXTERITY +1	SPELL —	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 FORTITUDE: CONSTITUTION +2	ARMOR 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
WISDOM d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 SURVIVAL: WISDOM +1	ALLY 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
CHARISMA d4 <input type="checkbox"/> +1	BLESSING 6 <input type="checkbox"/> 7	
POWERS		
HAND SIZE 5		
PROFICIENT WITH Light Armors Weapons		
When you reset your hand, you may treat your hand size as 3, 4, or 5 (<input type="checkbox"/> or 2 or 6) (<input type="checkbox"/> or 1 or 7) until the end of the turn.		
When you would fail a check, you may recharge 1 card or your entire hand; for each card recharged, add 1 (<input type="checkbox"/> or 2 if it is a combat check) to the result. (<input type="checkbox"/> If you recharged 3 or more cards, you may reroll the dice; take the new result.)		





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SKILLS	CARDS	FT: NONE
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
DEXTERITY d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 STEALTH: DEXTERITY +1	SPELL —	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 FORTITUDE: CONSTITUTION +2	ARMOR 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
WISDOM d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 SURVIVAL: WISDOM +1	ALLY 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
CHARISMA d4 <input type="checkbox"/> +1	BLESSING 6 <input type="checkbox"/> 7	
POWERS		
HAND SIZE 5		
PROFICIENT WITH Light Armors Weapons		
When you reset your hand, you may treat your hand size as 3, 4, or 5 (<input type="checkbox"/> or 2 or 6) (<input type="checkbox"/> or 1 or 7) until the end of the turn.		
When you would fail a check, you may recharge 1 card or your entire hand; for each card recharged, add 1 (<input type="checkbox"/> or 2 if it is a combat check) to the result. (<input type="checkbox"/> If you recharged 3 or more cards, you may reroll the dice; take the new result.)		

SKILLS	AK	Male Goblin Runt
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	Played By	
DEXTERITY d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 STEALTH: DEXTERITY +1		
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 FORTITUDE: CONSTITUTION +2	PFS Number	
INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
WISDOM d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 SURVIVAL: WISDOM +1		
CHARISMA d4 <input type="checkbox"/> +1		
POWERS		
HAND SIZE 5		
PROFICIENT WITH Light Armors Weapons		
Start each scenario with the other side up. When you gain or lose a feat on this card, also do so on the other side of this card. If you attempt a check to defeat and do not succeed by at least 5, flip this role card.		
When you reset your hand, you may treat your hand size as 3, 4, or 5 (<input type="checkbox"/> or 2 or 6) (<input type="checkbox"/> or 1 or 7) (<input type="checkbox"/> or 0 or 8) until the end of the turn.		
When you would fail a check, you may recharge 1 card or your entire hand; for each card recharged, add 1 (<input type="checkbox"/> or 2 if it is a combat check) to the result. (<input type="checkbox"/> If you recharged 3 or more cards, you may reroll the dice; take the new result.) (<input type="checkbox"/> After rerolling, you may draw a card) (<input type="checkbox"/> or 2 cards).		
<input type="checkbox"/> When you defeat a monster (<input type="checkbox"/> or a barrier), you may draw a card (<input type="checkbox"/> from your deck or from the discard pile of another character at your location).		
<input type="checkbox"/> When you play (<input type="checkbox"/> or any character plays) a blessing on your check, add d12 instead of the normal die.		

CARDS		FT: NONE	
WEAPON 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	SPELL —		
ARMOR 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	ITEM 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
ALLY 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	BLESSING 6 <input type="checkbox"/> 7		
POWERS			
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	DEXTERITY d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4		
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 FORTITUDE: CONSTITUTION +2	INTELLIGENCE d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2		
WISDOM d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 SURVIVAL: WISDOM +1	CHARISMA d4 <input type="checkbox"/> +1		

Start each scenario with this side up. When you gain or lose a feat on this card, also do so on the other side of this card. If you succeed at a check to defeat, flip this role card.

When you reset your hand, you may treat your hand size as 3, 4, or 5 (or 2 or 6) (or 1 or 7) random card from your discard pile.)

When you would fail a check, you may recharge 1 card or your entire hand; for each card recharged, add 1 (or 2 if it is a combat check) to the result. (If you recharged 3 or more cards, you may reroll the dice; take the new result.)

When you encounter a bane, you may recharge a card to evade it. (Then you may draw a card.)

Add 1d6 to your check to acquire an armor or an item (or a weapon or a blessing).

Reduce damage dealt to you by a power that happens before or after you act by 1 (1d4).

Chuffy

Male Goblin Knifer



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PFS Number:



Chuffy

Male Goblin Knifer



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PFS Number:



SKILLS	CARDS	FT: WEAPON
STRENGTH d4 <input type="checkbox"/> +1	WEAPON 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
DEXTERITY d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ACROBATICS: DEXTERITY +1 DISABLE: DEXTERITY +1 STEALTH: DEXTERITY +3	SPELL — <input type="checkbox"/> 1	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM 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	ALLY 2 <input type="checkbox"/> 3	
CHARISMA d4	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors <input type="checkbox"/> Weapons		
While you encounter an ally or a bane, the difficulty of your Charisma and Diplomacy checks is increased by 1d8. You may evade allies and banes you encounter.		
When you would fail a non-combat (<input type="checkbox"/> or combat) check against a bane, you may discard the top card of your deck to reroll the dice; take the new result.		
On your check that invokes the Finesse trait, you gain the skill MELEE: DEXTERITY +2 (<input type="checkbox"/> and if you are the only character at your location, you may recharge a card to add 1d6).		

SKILLS	CARDS	FT: WEAPON
STRENGTH d4 <input type="checkbox"/> +1	WEAPON 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
DEXTERITY d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ACROBATICS: DEXTERITY +1 DISABLE: DEXTERITY +1 STEALTH: DEXTERITY +3	SPELL — <input type="checkbox"/> 1	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM 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	ALLY 2 <input type="checkbox"/> 3	
CHARISMA d4	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7 <input type="checkbox"/> 9		
PROFICIENT WITH Light Armors <input type="checkbox"/> Weapons		
While you encounter an ally or a bane, the difficulty of your Charisma and Diplomacy checks is increased by 1d8. You may evade allies and banes you encounter.		
When you would fail a non-combat (<input type="checkbox"/> or combat) check against a bane, you may discard the top card of your deck to reroll the dice; take the new result. (<input type="checkbox"/> If the discarded card is a weapon, recharge it.)		
On your check that invokes the Finesse trait, you gain the skill MELEE: DEXTERITY +2 (<input type="checkbox"/> and if you are the only character at your location, you may recharge a card to add 1d6).		
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check that has the Piercing trait.		
<input type="checkbox"/> When you would discard a card that has the Knife or Sword trait for its power, you may recharge it (<input type="checkbox"/> or put it on top of your deck) instead.		
<input type="checkbox"/> When you evade an encounter (<input type="checkbox"/> or defeat a monster), you may move.		

Shanker



chuffy

Male Goblin Knifer



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FFS Number:



SKILLS	CARDS	FT: WEAPON
STRENGTH d4 <input type="checkbox"/> +1	WEAPON 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
DEXTERITY d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ACROBATICS: DEXTERITY +1 DISABLE: DEXTERITY +1 STEALTH: DEXTERITY +3	SPELL — <input type="checkbox"/> 1	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM 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	ALLY 2 <input type="checkbox"/> 3	
CHARISMA d4	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors <input type="checkbox"/> Weapons		
While you encounter an ally or a bane, the difficulty of your Charisma and Diplomacy checks is increased by 1d8. You may evade allies and banes you encounter.		
When you would fail a non-combat (<input type="checkbox"/> or combat) check against a bane, you may discard the top card of your deck to reroll the dice; take the new result.		
On your check that invokes the Finesse trait, you gain the skill MELEE: DEXTERITY +2 (<input type="checkbox"/> and if you are the only character at your location, you may recharge a card to add 1d6).		

chuffy

Male Goblin Knifer



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FFS Number:



SKILLS	CARDS	FT: WEAPON
STRENGTH d4 <input type="checkbox"/> +1	WEAPON 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
DEXTERITY d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ACROBATICS: DEXTERITY +1 DISABLE: DEXTERITY +1 STEALTH: DEXTERITY +3	SPELL — <input type="checkbox"/> 1	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ITEM 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	ALLY 2 <input type="checkbox"/> 3	
CHARISMA d4	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
POWERS		
HAND SIZE 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors <input type="checkbox"/> Weapons		
While you encounter an ally or a bane, the difficulty of your Charisma and Diplomacy checks is increased by 1d8. You may evade allies and banes you encounter.		
When you would fail a non-combat (<input type="checkbox"/> or combat) check against a bane, you may discard the top card of your deck (<input type="checkbox"/> or bury an ally that has the Pet trait) to reroll the dice; take the new result.		
On your check that invokes the Finesse trait, you gain the skill MELEE: DEXTERITY +2 (<input type="checkbox"/> and if you are the only character at your location, you may recharge a card to add 1d6) (<input type="checkbox"/> or 2d6 if the card has the Animal trait).		
<input type="checkbox"/> Add 1d4 (<input type="checkbox"/> 2d4) to your check to acquire a boon that has the Animal trait.		
<input type="checkbox"/> At the start (<input type="checkbox"/> or end) of your turn, you may examine the top card of a deck of a character at your location. If it has the Pet trait, you may draw it.		
<input type="checkbox"/> You may put a card that has the Pet trait on top of your deck to examine the top card of another location deck. (<input type="checkbox"/> Then you may shuffle that location deck.)		

Master of Toads

Female Goblin Commando

Reta



Played by:

FFS Number:



Female Goblin Commando

Reta



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FFS Number:



SKILLS	CARDS	FT: WEAPON
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +2	SPELL —	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 FORTITUDE: CONSTITUTION +1	ARMOR 2 <input type="checkbox"/> 3	
INTELLIGENCE d6 <input type="checkbox"/> +1	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 +3	ALLY 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CHARISMA d4 <input type="checkbox"/> +1	BLESSING 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6		
PROFICIENT WITH Light Armors Weapons		
When you would discard a weapon for its power, you may recharge it (<input type="checkbox"/> or a random other weapon in your discard pile) instead.		
On your check that invokes the Finesse trait, you gain the skill MELEE: DEXTERITY +2.		
When you defeat a monster, you may bury a card from your hand (<input type="checkbox"/> or discard pile) to (<input type="checkbox"/> examine the top card of your location deck, then you may) explore your location.		

SKILLS	CARDS	FT: WEAPON
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +2	SPELL —	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 FORTITUDE: CONSTITUTION +1	ARMOR 2 <input type="checkbox"/> 3	
INTELLIGENCE d6 <input type="checkbox"/> +1	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 +3	ALLY 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CHARISMA d4 <input type="checkbox"/> +1	BLESSING 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors Weapons		
When you would discard a weapon for its power, you may recharge it (<input type="checkbox"/> or a random other weapon in your discard pile) instead. (<input type="checkbox"/> Then you may draw a card.)		
On your check that invokes the Finesse trait, you gain the skill MELEE: DEXTERITY +2.		
When you defeat a monster, you may bury a card from your hand (<input type="checkbox"/> or discard pile) to (<input type="checkbox"/> examine the top card of your location deck, then you may) explore your location.		
<input type="checkbox"/> Add 1d8 to your (<input type="checkbox"/> or another character at your location's) check against the card that has the Animal or Vermin (<input type="checkbox"/> or Elf, Half-Elf, or Human) trait (<input type="checkbox"/> or a monster that has an adventure deck number lower than the scenario's adventure deck number).		
<input type="checkbox"/> When you encounter a boon on the first exploration of your turn, you may banish (<input type="checkbox"/> or evade) the boon and explore again.		



Female Goblin Commando

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SKILLS	CARDS	FT: WEAPON
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +2	SPELL —	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 FORTITUDE: CONSTITUTION +1	ARMOR 2 <input type="checkbox"/> 3	
INTELLIGENCE d6 <input type="checkbox"/> +1	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 +3	ALLY 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CHARISMA d4 <input type="checkbox"/> +1	BLESSING 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6		
PROFICIENT WITH Light Armors Weapons		
When you would discard a weapon for its power, you may recharge it (<input type="checkbox"/> or a random other weapon in your discard pile) instead.		
On your check that invokes the Finesse trait, you gain the skill MELEE: DEXTERITY +2.		
When you defeat a monster, you may bury a card from your hand (<input type="checkbox"/> or discard pile) to (<input type="checkbox"/> examine the top card of your location deck, then you may) explore your location.		

SKILLS	CARDS	FT: WEAPON
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	WEAPON 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
DEXTERITY d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 RANGED: DEXTERITY +2	SPELL —	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 FORTITUDE: CONSTITUTION +1	ARMOR 2 <input type="checkbox"/> 3	
INTELLIGENCE d6 <input type="checkbox"/> +1	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 +3	ALLY 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
CHARISMA d4 <input type="checkbox"/> +1	BLESSING 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 9		
PROFICIENT WITH Light Armors Weapons		
When you would discard a weapon for its power, you may recharge it (<input type="checkbox"/> or a random other weapon in your discard pile) instead. (<input type="checkbox"/> You may treat this power as if both occurrences of the word "weapon" were "ally".)		
On your check that invokes the Finesse trait, you gain the skill MELEE: DEXTERITY +2.		
When you defeat a monster (<input type="checkbox"/> or acquire an ally), you may bury a card from your hand (<input type="checkbox"/> or discard pile) to (<input type="checkbox"/> examine the top card of your location deck, then you may) explore your location.		
<input type="checkbox"/> At the end of your turn, (<input type="checkbox"/> you may move, then) each other character at your location may give you a card. Each character who does may draw a card.		
<input type="checkbox"/> When you are at the same location as another character and one of you attempts a check, if you both recharge 1 card each, add 1d8. (<input type="checkbox"/> If the character fails the check, you may both instead discard the cards to reroll the dice; take the new result.)		

Runaway Bride



WEAPONS		
___ Blowgun (B)^B	___ Torch (B)^B	___ Dagger of Doubling (4)
___ Dagger (B)^B	___ Animalbane Dagger +1 (1)	___ Improved Monster (4)
___ Dart (B)^B	___ Dogslicer +1 (1)	___ Sawtooth Sabre +2 (4)
___ Dogslicer (B)^B	___ Force Shortbow +1 (1)	___ Humanbane Gladius +2 (5)
___ Garrote (B)	___ Flaming Scimitar +1 (2)	___ Planar Crossbow +2 (5)
___ Hand Cannon (B)	___ Javelin of Lightning (2)	___ Rapier of Puncturing (5)
___ Hand Crossbow (B)^B	___ Tossglove (2)	___ Flaming Longbow +2 (6)
___ Shortbow (B)^B	___ Animalbane Crossbow +2 (3)	___ Force Sling +3 (6)
___ Sickle (B)^B	___ Cleaving Dogslicer +2 (3)	___ Houndhacker (6)
___ Swordbreaker (B)	___ Fangfile +1 (3)	___ _____

SPELLS		
___ Confusion (B)^B	___ Incendiary Cloud (3)	___ _____
___ Corrosion (1)	___ Life Leech (5)	___ _____

ARMORS		
___ Buckler (B)^B	___ Magic Studded Leather Armor (1)	___ Ophidian Armor (4)
___ Buckler Gun (B)	___ Shark Skin Armor (2)	___ Bearskin Armor (5)
___ Doghide Armor (B)^B	___ Pot Helm (3)	___ Flaming Buckler Gun (6)
___ Stalking Armor (B)^B	___ _____	___ _____

ITEMS		
___ Alchemist's Fire (B)^B	___ Emerald of Dexterity (1)	___ Potion of Heroism (4)
___ Beehive (B)^B	___ Vicious Caltrops (1)	___ Serpentform Belt (5)
___ Caltrops (B)^B	___ Goblin Pickles (2)	___ Skill Slug (5)
___ Potion of Healing (B)	___ Ivory Dice (2)	___ Chaos Stone (6)
___ Potion of Striding (B)^B	___ Drums of Panic (3)	___ Ring of Energy Resistance (6)
___ Smoked Glass Goggles (B)	___ Twitch Tonic (3)	___ _____
___ Thieves' Tools (B)^B	___ Climber's Gloves (4)	___ _____

ALLIES		
___ Fat Frog (B)	___ Vulture (B)^B	___ Mighty Steed (4)
___ Frog (B)^B	___ Wolverine (1)	___ Velociraptor (5)
___ Redbutt (B)	___ Xoff (1)	___ Zob Eversong (5)
___ Reformatium Servant (B)^B	___ Mighty Gugmuff XXXII (2)	___ Baby Triceratops (6)
___ Snake (B)	___ Rotgut (2)	___ Hoggmaw (6)
___ Spider (B)^B	___ Kupmuk (3)	___ _____
___ Spotol (B)	___ Rogue Ape (3)	___ _____
___ Stankrush (B)	___ Lizard (4)	___ _____

BLESSINGS		
___ Blessing of Hadregash (B)	___ Blessing of Lady Lastbreath (2)	___ Blessing of the Boss (4)
___ Blessing of Lamashtu (B)	___ Blessing of Venkelvore (2)	___ Blessing of Bark Breaker (5)
___ Blessing of the Gobs (B)^B x6	___ Blessing of Hadregash (3)	___ Blessing of the Demon Queen (6)
___ Blessing of Bark Breaker (1)	___ Blessing of Lady Lastbreath (4)	___ _____
___ Blessing of Venkelvore (1)	___ _____	___ _____

WEAPONS		
___ Blowgun (B)^B	___ Torch (B)^B	___ Dagger of Doubling (4)
___ Dagger (B)^B	___ Animalbane Dagger +1 (1)	___ Improved Monster (4)
___ Dart (B)^B	___ Dogslicer +1 (1)	___ Sawtooth Sabre +2 (4)
___ Dogslicer (B)^B	___ Force Shortbow +1 (1)	___ Humanbane Gladius +2 (5)
___ Garrote (B)	___ Flaming Scimitar +1 (2)	___ Planar Crossbow +2 (5)
___ Hand Cannon (B)	___ Javelin of Lightning (2)	___ Rapier of Puncturing (5)
___ Hand Crossbow (B)^B	___ Tossglove (2)	___ Flaming Longbow +2 (6)
___ Shortbow (B)^B	___ Animalbane Crossbow +2 (3)	___ Force Sling +3 (6)
___ Sickle (B)^B	___ Cleaving Dogslicer +2 (3)	___ Houndhacker (6)
___ Swordbreaker (B)	___ Fangfile +1 (3)	___ _____

SPELLS		
___ Confusion (B)^B	___ Incendiary Cloud (3)	___ _____
___ Corrosion (1)	___ Life Leech (5)	___ _____

ARMORS		
___ Buckler (B)^B	___ Magic Studded Leather Armor (1)	___ Ophidian Armor (4)
___ Buckler Gun (B)	___ Shark Skin Armor (2)	___ Bearskin Armor (5)
___ Doghide Armor (B)^B	___ Pot Helm (3)	___ Flaming Buckler Gun (6)
___ Stalking Armor (B)^B	___ _____	___ _____

ITEMS		
___ Alchemist's Fire (B)^B	___ Emerald of Dexterity (1)	___ Potion of Heroism (4)
___ Beehive (B)^B	___ Vicious Caltrops (1)	___ Serpentform Belt (5)
___ Caltrops (B)^B	___ Goblin Pickles (2)	___ Skill Slug (5)
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___ Potion of Striding (B)^B	___ Drums of Panic (3)	___ Ring of Energy Resistance (6)
___ Smoked Glass Goggles (B)	___ Twitch Tonic (3)	___ _____
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___ Frog (B)^B	___ Wolverine (1)	___ Velociraptor (5)
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___ Spider (B)^B	___ Kupmuk (3)	___ _____
___ Spotol (B)	___ Rogue Ape (3)	___ _____
___ Stankrush (B)	___ Lizard (4)	___ _____

BLESSINGS		
___ Blessing of Hadregash (B)	___ Blessing of Lady Lastbreath (2)	___ Blessing of the Boss (4)
___ Blessing of Lamashtu (B)	___ Blessing of Venkelvore (2)	___ Blessing of Bark Breaker (5)
___ Blessing of the Gobs (B)^B x6	___ Blessing of Hadregash (3)	___ Blessing of the Demon Queen (6)
___ Blessing of Bark Breaker (1)	___ Blessing of Lady Lastbreath (4)	___ _____
___ Blessing of Venkelvore (1)	___ _____	___ _____