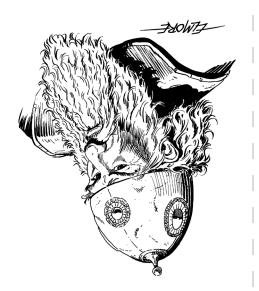
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Male Dwarf Magus

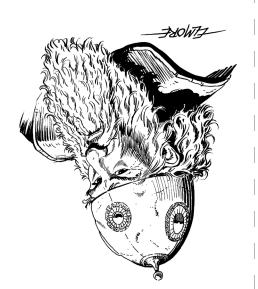






Male Dwarf Magus







SKILLS					CAR	DS				FT: S	PELL
STRENGTH	d10	+1	□ +2	□ +3	WEA	PON	3	□ 4	□ 5		
MELEE: STRENGTH	1+2				SPEL	.L	5	□ 6	□ 7	□ 8	
DEXTERITY	d6	□ +1	□ +2		ARM	IOR	2	□ 3			
CONSTITUTION	ВЬ	+1	□ +2	□ +3	ITEM	١	2	□ 3	□ 4		
INTELLIGENCE	d10	+1	□ +2	□ +3 □ +	ALLY	,	1	□ 2			
ARCANE: INTELLIG		2			BLES	SING	2	□ 3			
CRAFT: INTELLIGE	NCE +2										
WISDOM	d4	□ +1	□ +2								
CHARISMA	d4	+1									
POWERS											
HAND SIZE		5	□6								
PROFICIENT WITH		Light .	Armors	□ He	avy Arm	OſS	Wea	ipons			
Choose a weapon the you play one for you traits to the check.											
For your check to ac	nuire ar	armor	vou ma	av use vour (	raft skill	in place	of a	nv liste	d skill		

☐ At the end of your turn, after resetting your hand, you may attempt to recharge a spell in your discard pile.

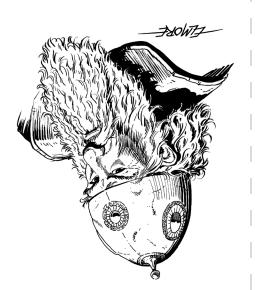
SKILLS		CARDS			FT: SPELL				
STRENGTH d10	□ +1  □ +2  □ +3	WEAPON	3 🗆 4	□ 5					
MELEE: STRENGTH +2		SPELL	5 □ 6	□ 7	□ 8				
<b>DEXTERITY</b> d6	□ +1   □ +2	ARMOR	2 🗆 3						
constitution d8	□+1 □+2 □+3	ITEM	2 🗆 3	□ 4					
INTELLIGENCE d10	□+1 □+2 □+3 □+4	ALLY	1 🗆 2						
ARCANE: INTELLIGENCE +	2	BLESSING	2 🗆 3						
CRAFT: INTELLIGENCE +2									
WISDOM d4	□ +1   □ +2	Ma	ge-S	m	ith				
CHARISMA d4	□ +1	MG	ye 3	ш	L III				
POWERS									
HAND SIZE	5 □6 □7								
PROFICIENT WITH	Light Armors ☐ Heav	y Armors V	Veapons						
Choose a weapon that doesn't have the 2-Handed trait and a spell that has the Attack trait. When you play one for your combat check, you may recharge the other to add 1d6 (□ 2d6) (□ 3d6) and the card's traits to the check.									
For your check to acquire a	n armor (□ or item), you mav u	ıse your Craft sk	ill in place	e of an	v listed skill.				
For your check to acquire an armor (□ or item), you may use your Craft skill in place of any listed skill.  □ At the end of your turn, after resetting your hand, you may attempt to recharge a spell in your discard pile.									
☐ At the end of your turn, after resetting your hand, you may attempt to recharge a speri in your discard pile.  ☐ When you would discard a weapon for its ability, you may recharge it instead.									

☐ When a scenario is successfully completed, choose a character. Search their hand, deck, discard pile, and buried cards for a non-loot weapon or armor (☐ or item) and banish it to draw a non-loot card of the same type with an adventure deck number 0 or 1 (☐ or 2) higher from the box.

☐ When you would bury an armor for its ability, you may discard it instead.

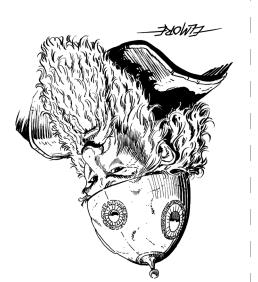
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## Male Dwarf Magus





## Male Dwarf Magus



SKILLS					CARDS	
STRENGTH	d10	□ +1	$\square$ +2	□ +3	WEAPON	3 Г

SKILLS					CARDS				FT: SPI	ELL
STRENGTH	d10	□ +1	□ +2	□ +3	WEAPON	3	□ 4	□ 5		
MELEE: STRENGTH	l +2				SPELL	5	□ 6	□ 7	□ 8	
DEXTERITY	d6	□ +1	□ +2		ARMOR	2	□ 3			
CONSTITUTION	d8	□ +1	□ +2	□ +3	ITEM	2	□ 3	□ 4		
INTELLIGENCE	d10	□ +1	□ +2	□ +3 □ +4	ALLY	1	□ 2			
ARCANE: INTELLIC CRAFT: INTELLIGE		2			BLESSING	2	□3			
WISDOM	d4	□ +1	□ +2							
CHARISMA	d4	□ +1								
POWERS										
HAND SIZE		5	□6							
PROFICIENT WITH		Light	Armors	☐ Heav	y Armors	Wea	pons			
Choose a weapon the you play one for you traits to the check.										S
For your check to ac	quire ar	n armor.	vou ma	av use vour Cra	ift skill in place	e of a	nv liste	d skill.		

☐ At the end of your turn, after resetting your hand, you may attempt to recharge a spell in your discard pile.

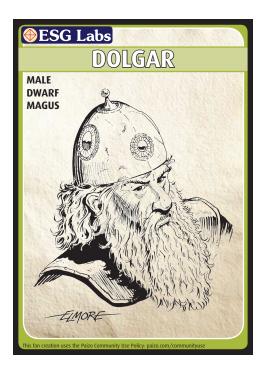
SKILLS					CARDS				FT: SPELL
STRENGTH	d10	+1	+2	□ +3	WEAPON	3	□ 4	□ 5	
MELEE: STRENGTH	H +2				SPELL	5	□ 6	□ 7	□ 8
DEXTERITY	d6	□ +1	□ +2		ARMOR	2	□ 3		
CONSTITUTION	d8	□ +1	□ +2	□ +3	ITEM	2	□ 3	□ 4	
INTELLIGENCE	d10	□ +1	□ +2	□ +3 □ +4	ALLY	1	□ 2		
ARCANE: INTELLI		2			BLESSING	2	□ 3		
CRAFT: INTELLIGE	NCE +2								
WISDOM	d4	□ +1	□ +2		Trans		rt C	na	cialist
CHARISMA	d4	□ +1				ρŪ	Its	PE	Cidiist
POWERS									
HAND SIZE		5	□6	□ 7					

**PROFICIENT WITH** Light Armors ☐ Heavy Armors Weapons Choose a weapon that doesn't have the 2-Handed trait and a spell that has the Attack trait. When you play one for your combat check, you may recharge the other to add 1d6 (□ 2d6) (□ 3d6) and the card's traits to the check.

For your check to acquire an armor, you may use your Craft skill in place of any listed skill.

- $\square$  At the end of your turn, after ( $\square$  and before) resetting your hand, you may attempt to recharge a spell in your discard pile.
- ☐ When another character at your location encounters a monster, you may discard (☐ or recharge) a spell. That character evades the monster; you encounter it instead.
- $\square$  You may discard ( $\square$  or recharge) a spell to evade your encounter ( $\square$  and may move to another location).





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