



Imriika

Female Half-Orc Inquisitor



Played by:

PFS Number:



Imriika

Female Half-Orc Inquisitor



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SKILLS		CARDS	FT: WEAPON OR BLESSING
STRENGTH	d8 □+1 □+2	WEAPON	5 □6 □7 □8
DEXTERITY	d10 □+1 □+2 □+3 □+4 ACROBATICS: DEXTERITY +1 RANGED: DEXTERITY +2	SPELL	1 □2
CONSTITUTION	d8 □+1 □+2 □+3	ARMOR	1 □2
INTELLIGENCE	d4 □+1	ITEM	2 □3 □4
WISDOM	d6 □+1 □+2 □+3 DIVINE: WISDOM +2 PERCEPTION: WISDOM +2	ALLY	2 □3
CHARISMA	d6 □+1 □+2	BLESSING	4 □5 □6
POWERS			
HAND SIZE	5 □6		
PROFICIENT WITH	Light Armors Weapons		
When you defeat a monster on your turn, you may recharge a card (□ then you may draw a card).			
When you would discard or bury a card that has the Ranged trait for its power, you may recharge it instead.			
You may recharge a card that has the Divine trait to add (□ one of that card's traits and) 1d4 to a combat check by a character at another location (□ or your location).			

SKILLS		CARDS	FT: WEAPON OR BLESSING
STRENGTH	d8 □+1 □+2	WEAPON	5 □6 □7 □8
DEXTERITY	d10 □+1 □+2 □+3 □+4 ACROBATICS: DEXTERITY +1 RANGED: DEXTERITY +2	SPELL	1 □2
CONSTITUTION	d8 □+1 □+2 □+3	ARMOR	1 □2
INTELLIGENCE	d4 □+1	ITEM	2 □3 □4
WISDOM	d6 □+1 □+2 □+3 DIVINE: WISDOM +2 PERCEPTION: WISDOM +2	ALLY	2 □3
CHARISMA	d6 □+1 □+2	BLESSING	4 □5 □6
POWERS			
HAND SIZE	5 □6 □7		
PROFICIENT WITH	Light Armors Weapons		
When you defeat a monster (□ or a barrier) on your turn, you may recharge a card (□ then you may draw a card).			
When you would discard or bury a card that has the Ranged trait for its power, you may recharge it instead.			
You may recharge a card that has the Divine trait to add (□ one of that card's traits and) 1d4 to a combat check by a character at another location (□ or your location).			
□ Add 2 (□ 4) to your check to acquire or recharge a boon that has the Divine trait (□ or a weapon or an item).			
□ When you acquire a boon that has the Divine trait, you may bury it and shuffle 1d4 (□ +1) random cards from your discard pile into your deck.			
□ When you play a blessing that has the Pharsma trait, you may recharge it instead of discarding it.			

Gravecharge Keeper



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SKILLS	CARDS	FT: WEAPON OR BLESSING
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	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 ACROBATICS: DEXTERITY +1 RANGED: DEXTERITY +2	SPELL 1 <input type="checkbox"/> 2	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d4 <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 DIVINE: WISDOM +2 PERCEPTION: WISDOM +2	ALLY 2 <input type="checkbox"/> 3	
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6		
PROFICIENT WITH Light Armors Weapons		
When you defeat a monster on your turn, you may recharge a card (<input type="checkbox"/> then you may draw a card).		
When you would discard or bury a card that has the Ranged trait for its power, you may recharge it instead.		
You may recharge a card that has the Divine trait to add (<input type="checkbox"/> one of that card's traits and) 1d4 to a combat check by a character at another location (<input type="checkbox"/> or your location).		

SKILLS	CARDS	FT: WEAPON OR BLESSING
STRENGTH d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	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 ACROBATICS: DEXTERITY +1 RANGED: DEXTERITY +2	SPELL 1 <input type="checkbox"/> 2	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d4 <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 DIVINE: WISDOM +2 PERCEPTION: WISDOM +2	ALLY 2 <input type="checkbox"/> 3	
CHARISMA d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	BLESSING 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
PROFICIENT WITH Light Armors Weapons		
When you defeat a monster on your turn, you may recharge a card (<input type="checkbox"/> then you may draw a card). (<input type="checkbox"/> If the monster has the Undead trait, you may recharge a card from your discard pile instead.)		
When you would discard or bury a card that has the Ranged trait for its power, you may recharge it (<input type="checkbox"/> or shuffle it into your deck) instead.		
You may recharge a card that has the Divine trait to add (<input type="checkbox"/> one of that card's traits and) 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to a combat check by a character at another location (<input type="checkbox"/> or your location).		
<input type="checkbox"/> Add 1d8 and the Divine and Magic traits to your check against a bane that has the Undead trait.		
<input type="checkbox"/> When a character at your location resets his hand, you may bury a card to reduce his hand size to 1 until the end of the turn. (<input type="checkbox"/> If the card you would bury has the Divine trait, you may discard it instead.)		

Fate's Shepherd



Male Human Inquisitor

Salim



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PFS Number:



Male Human Inquisitor

Salim



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SKILLS	CARDS	FT: WEAPON
STRENGTH d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
DEXTERITY d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	SPELL — <input type="checkbox"/> 1	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d6 <input type="checkbox"/> +1 KNOWLEDGE: INTELLIGENCE +2	ITEM 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
WISDOM d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 DIVINE: WISDOM +0	ALLY 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
CHARISMA d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIPLOMACY: CHARISMA +2	BLESSING 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6		
PROFICIENT WITH Light Armors Weapons		
For your check that invokes the Finesse trait, you gain the skill MELEE: DEXTERITY +2.		
When you defeat a monster on your turn, you may shuffle a random card from your discard pile into your deck. (<input type="checkbox"/> If it is a weapon, you may put it on top of your deck instead.)		
<input type="checkbox"/> Add 1d4 (<input type="checkbox"/> 1d8) to your non-combat check against a bane.		

SKILLS	CARDS	FT: WEAPON
STRENGTH d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
DEXTERITY d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	SPELL — <input type="checkbox"/> 1	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d6 <input type="checkbox"/> +1 KNOWLEDGE: INTELLIGENCE +2	ITEM 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
WISDOM d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 DIVINE: WISDOM +0	ALLY 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
CHARISMA d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIPLOMACY: CHARISMA +2	BLESSING 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6		
PROFICIENT WITH Light Armors Weapons		
For your check that invokes the Finesse trait, you gain the skill MELEE: DEXTERITY +2 (<input type="checkbox"/> +4).		
When you defeat a monster on your turn, you may shuffle a random card from your discard pile into your deck. (<input type="checkbox"/> If it is a weapon, you may put it on top of your deck instead.)		
<input type="checkbox"/> Add 1d4 (<input type="checkbox"/> 1d8) to your non-combat check against a bane.		
<input type="checkbox"/> When you would discard a weapon for its power, you may recharge it instead. (<input type="checkbox"/> If the weapon is The Melted Blade, you may reveal it instead.)		
<input type="checkbox"/> At the start of your turn, if you do not have a weapon in your hand, you may draw a card. (<input type="checkbox"/> If the weapon The Melted Blade is in your discard pile, you may shuffle it into your deck first.)		
<input type="checkbox"/> Add 1d4 (<input type="checkbox"/> +1) to a combat check by another character at your location.		
<input type="checkbox"/> If the top card of the blessings discard pile has the Basic or Pharama trait, add 1 die to your check to defeat.		

Death's Heretic



Male Human Inquisitor

Salim



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FFS Number:



Male Human Inquisitor

Salim



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FFS Number:



SKILLS	CARDS	FT: WEAPON
STRENGTH d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
DEXTERITY d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	SPELL — <input type="checkbox"/> 1	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d6 <input type="checkbox"/> +1 KNOWLEDGE: INTELLIGENCE +2	ITEM 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
WISDOM d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 DIVINE: WISDOM +0	ALLY 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
CHARISMA d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIPLOMACY: CHARISMA +2	BLESSING 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
POWERS		
HAND SIZE 5 <input type="checkbox"/> 6		
PROFICIENT WITH Light Armors Weapons		
For your check that invokes the Finesse trait, you gain the skill MELEE: DEXTERITY +2.		
When you defeat a monster on your turn, you may shuffle a random card from your discard pile into your deck. (<input type="checkbox"/> If it is a weapon, you may put it on top of your deck instead.)		
<input type="checkbox"/> Add 1d4 (<input type="checkbox"/> 1d8) to your non-combat check against a bane.		

SKILLS	CARDS	FT: WEAPON
STRENGTH d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	WEAPON 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
DEXTERITY d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4	SPELL — <input type="checkbox"/> 1	
CONSTITUTION d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	ARMOR 1 <input type="checkbox"/> 2	
INTELLIGENCE d6 <input type="checkbox"/> +1 KNOWLEDGE: INTELLIGENCE +2	ITEM 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
WISDOM d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 DIVINE: WISDOM +0	ALLY 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
CHARISMA d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIPLOMACY: CHARISMA +2	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		
For your check that invokes the Finesse trait, you gain the skill MELEE: DEXTERITY +2 (<input type="checkbox"/> +4).		
When you defeat a monster on your turn, you may shuffle a random card from your discard pile into your deck. (<input type="checkbox"/> If it is a weapon, you may put it on top of your deck instead.)		
<input type="checkbox"/> Add 1d4 (<input type="checkbox"/> 1d8) to your non-combat check against a bane (<input type="checkbox"/> or to your combat check against a bane that has the Outsider trait).		
<input type="checkbox"/> On your turn, you may banish a spell to summon and play a spell that has the Divine trait and an adventure deck number no greater than 2 (<input type="checkbox"/> 4).		
<input type="checkbox"/> At the start of your turn, if you do not have a blessing (<input type="checkbox"/> and a spell) in your hand, you may draw a card. (<input type="checkbox"/> You may shuffle your deck first.)		
<input type="checkbox"/> Blessings that have the Pharsma trait played on your checks add d12 instead of the normal die.		



Varril

Male Half-Elf Inquisitor



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PFS Number:



SKILLS		CARDS	FT: SPELL
STRENGTH	d6 □ +1	WEAPON	2 □ 3
DEXTERITY	d6 □ +1 □ +2 □ +3	SPELL	3 □ 4 □ 5
CONSTITUTION	d6 □ +1 □ +2	ARMOR	1 □ 2
INTELLIGENCE	d6 □ +1 □ +2	ITEM	1 □ 2 □ 3
WISDOM	d8 □ +1 □ +2 □ +3 □ +4 DIVINE: WISDOM +3	ALLY	3 □ 4 □ 5
CHARISMA	d10 □ +1 □ +2 □ +3 DIPLOMACY: CHARISMA +2	BLESSING	5 □ 6 □ 7
POWERS			
HAND SIZE	6 □ 7		
PROFICIENT WITH	Light Armors □ Weapons		
At the start of your explore step, you may recharge a card to allow another character at your location to recharge a random card (□ or 2 random cards) from her discard pile.			
When you attempt any check, you may discard (□ or recharge) a card to use your Divine skill instead of any listed skill.			
After you defeat a bane on your turn, you may discard a card to explore your location.			

Varril

Male Half-Elf Inquisitor



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SKILLS		CARDS	FT: SPELL
STRENGTH	d6 □ +1	WEAPON	2 □ 3
DEXTERITY	d6 □ +1 □ +2 □ +3	SPELL	3 □ 4 □ 5
CONSTITUTION	d6 □ +1 □ +2	ARMOR	1 □ 2
INTELLIGENCE	d6 □ +1 □ +2	ITEM	1 □ 2 □ 3
WISDOM	d8 □ +1 □ +2 □ +3 □ +4 DIVINE: WISDOM +3	ALLY	3 □ 4 □ 5
CHARISMA	d10 □ +1 □ +2 □ +3 DIPLOMACY: CHARISMA +2	BLESSING	5 □ 6 □ 7
POWERS			
HAND SIZE	6 □ 7 □ 8		
PROFICIENT WITH	Light Armors □ Weapons		
At the start of your explore step, you may recharge a card to allow another character at your location to recharge a random card (□ or 2 random cards) from her discard pile. (□ Then you may draw a card.)			
When you attempt any check, you may discard (□ or recharge) a card to use your Divine skill instead of any listed skill.			
After you defeat a bane on your turn, you may discard a card to explore your location. (□ If the discarded card is a spell, you may recharge it instead.)			
□ You may recharge a card that has the Divine trait to add 1d4 (□ +1) to a non-combat check by another character at your location.			
□ At the end of your (□ or any) turn, if you are the only character at your location, you may move.			
□ If the top card of the blessings discard pile has the Shelyn trait, add 1 die to your check.			

Knight of the Rose



Varril

Male Half-Elf Inquisitor



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SKILLS		CARDS	FT: SPELL
STRENGTH	d6 <input type="checkbox"/> +1	WEAPON	2 <input type="checkbox"/> 3
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: WISDOM +3	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIPLOMACY: CHARISMA +2	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7		
PROFICIENT WITH	Light Armors <input type="checkbox"/> Weapons		
At the start of your explore step, you may recharge a card to allow another character at your location to recharge a random card (<input type="checkbox"/> or 2 random cards) from her discard pile.			
When you attempt any check, you may discard (<input type="checkbox"/> or recharge) a card to use your Divine skill instead of any listed skill.			
After you defeat a bane on your turn, you may discard a card to explore your location.			

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SKILLS		CARDS	FT: SPELL
STRENGTH	d6 <input type="checkbox"/> +1	WEAPON	2 <input type="checkbox"/> 3
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3	SPELL	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
CONSTITUTION	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ARMOR	1 <input type="checkbox"/> 2
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	ITEM	1 <input type="checkbox"/> 2 <input type="checkbox"/> 3
WISDOM	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 DIVINE: WISDOM +3	ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
CHARISMA	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 DIPLOMACY: CHARISMA +2	BLESSING	5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
POWERS			
HAND SIZE	6 <input type="checkbox"/> 7 <input type="checkbox"/> 8		
PROFICIENT WITH	Light Armors <input type="checkbox"/> Weapons		
At the start of your explore step, you may recharge a card to allow another character at your location to recharge a random card (<input type="checkbox"/> or 2 random cards) from her discard pile.			
When you attempt any check, you may discard (<input type="checkbox"/> or recharge) a card to use your Divine skill instead of any listed skill.			
After you defeat a bane on your turn, you may discard a card to explore your location. (<input type="checkbox"/> If the discarded card is a blessing, you may recharge it instead.)			
<input type="checkbox"/> You may recharge a card that has the Divine trait to add 1d4 (<input type="checkbox"/> +1) to your non-combat check.			
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to a check by another character at your location (<input type="checkbox"/> or your check) that invokes the Divine trait.			
<input type="checkbox"/> Your blessing that has the Shelyn trait adds d12 instead of the normal die.			

Incorruptible