



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 <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 (<input type="checkbox"/> or a barrier) 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).		
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to acquire or recharge a boon that has the Divine trait (<input type="checkbox"/> or a weapon or an item).		
<input type="checkbox"/> When you acquire a boon that has the Divine trait, you may bury it and shuffle 1d4 (<input type="checkbox"/> +1) random cards from your discard pile into your deck.		
<input type="checkbox"/> When you play a blessing that has the Pharsma trait, you may recharge it instead of discarding it.		

Gravecharge Keeper



Female Half-Orc Inquisitor

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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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FFS 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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PFS Number:



Male Human Inquisitor

Salim



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PFS 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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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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PFS Number:



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



WEAPONS

___ Cutlass (B)	___ Deathbane Light Crossbow +1 (1)	___ Invigorating Kukri +1 (4)
___ Dagger (B)	___ Dogslicer +1 (1)	___ Sawtooth Sabre +2 (4)
___ Dagger +1 (B)	___ Force Shortbow +1 (1)	___ Seeking Shortbow +2 (4)
___ Hand Crossbow (B)	___ Flaming Scimitar +1 (2)	___ Dancing Scimitar +2 (5)
___ Heavy Crossbow (B)	___ Javelin of Lightning (2)	___ Keen Rapier +3 (5)
___ Javelin (B)	___ Marksman's Bow (2)	___ Planar Crossbow +2 (5)
___ Light Crossbow (B)	___ War Razor +1 (2)	___ Venomous Heavy Crossbow +2 (5)
___ Longbow (B)	___ Disrupting Rapier +1 (3)	___ Old Salt's Rapier +2 (6)
___ Rapier (B)	___ Frost Longbow +1 (3)	___ Rapier of Puncturing (6)
___ Shortbow (B)	___ Striking Wing Scimitar (3)	___ Returning Frost Spear +2 (6)
___ Sickle (B)	___ Venomous Dagger +2 (3)	___ Shortbow of Speed (6)
___ The Melted Blade (B)	___ Allying Hand Crossbow +2 (4)	___ _____
___ Whip (B)	___ _____	___ _____
___ Cat-O'-Nine-Tails (1)	___ _____	___ _____

SPELLS

___ Agility (B)	___ Magic Weapon (B)	___ Righteousness (5)
___ Burst Bonds (B)	___ Weapon of Awe (1)	___ Divine Blaze (6)
___ Cure (B) ^B	___ Detect Thoughts (2)	___ _____
___ Divine Favor (B)	___ Divine Fortune (3)	___ _____
___ Flames of the Faithful (B)	___ Shield of Faith (4)	___ _____

ARMORS

___ Fortified Leather Armor (B)	___ Sniper's Studded Leather (2)	___ Mantle of Faith (6)
___ Stalking Armor (B)	___ Celestial Armor (3)	___ _____
___ Tussah Silk Coat (B)	___ Lesser Bolstering Armor (4)	___ _____
___ Shark Skin Armor (1)	___ Expeditious Chain Mail (5)	___ _____

ITEMS

___ Archer's Bracers (B)	___ Spyglass (B)	___ Gloves of Dueling (5)
___ Blood Periapt (B)	___ Shackles of Compliance (1)	___ Belt of Physical Might (6)
___ Caltrop Bead (B)	___ Efficient Quiver (2)	___ Pearl of Magic (6)
___ Potion of Vision (B)	___ Manual of War (3)	___ _____
___ Sage's Journal (B)	___ Magic Spyglass (4)	___ _____

ALLIES

___ Athlete (B)	___ Riding Horse (B)	___ Fortune-Teller (4)
___ Grave Tender (B)	___ Troubadour (B)	___ Phoenix Tail (5)
___ Night Watch (B)	___ Court Knight (1)	___ Echo of Lost Divinity (6)
___ Quartermaster (B)	___ Surgeon (2)	___ _____
___ Recruit (B)	___ Harbinger Disciple (3)	___ _____

BLESSINGS

___ Blessing of Pharasma (B)	___ Blessing of the Eternal Rose (3)	___ Blessing of the Lady of Graves (5)
___ Blessing of Shelyn (B)	___ Blessing of the Lady of Graves (3)	___ Blessing of the Eternal Rose (6)
___ Blessing of the Gods (B) ^B x?	___ Blessing of Pharasma (1)	___ _____
___ Blessing of Erastil (1)	___ Blessing of Shelyn (5)	___ _____
___ Blessing of Pharasma (1)	___ _____	___ _____
___ Blessing of Abadar (2)	___ _____	___ _____

WEAPONS

___ Cutlass (B)	___ Deathbane Light Crossbow +1 (1)	___ Invigorating Kukri +1 (4)
___ Dagger (B)	___ Dogslicer +1 (1)	___ Sawtooth Sabre +2 (4)
___ Dagger +1 (B)	___ Force Shortbow +1 (1)	___ Seeking Shortbow +2 (4)
___ Hand Crossbow (B)	___ Flaming Scimitar +1 (2)	___ Dancing Scimitar +2 (5)
___ Heavy Crossbow (B)	___ Javelin of Lightning (2)	___ Keen Rapier +3 (5)
___ Javelin (B)	___ Marksman's Bow (2)	___ Planar Crossbow +2 (5)
___ Light Crossbow (B)	___ War Razor +1 (2)	___ Venomous Heavy Crossbow +2 (5)
___ Longbow (B)	___ Disrupting Rapier +1 (3)	___ Old Salt's Rapier +2 (6)
___ Rapier (B)	___ Frost Longbow +1 (3)	___ Rapier of Puncturing (6)
___ Shortbow (B)	___ Striking Wing Scimitar (3)	___ Returning Frost Spear +2 (6)
___ Sickle (B)	___ Venomous Dagger +2 (3)	___ Shortbow of Speed (6)
___ The Melted Blade (B)	___ Allying Hand Crossbow +2 (4)	___ _____
___ Whip (B)	___ _____	___ _____
___ Cat-O'-Nine-Tails (1)	___ _____	___ _____

SPELLS

___ Agility (B)	___ Magic Weapon (B)	___ Righteousness (5)
___ Burst Bonds (B)	___ Weapon of Awe (1)	___ Divine Blaze (6)
___ Cure (B) ^B	___ Detect Thoughts (2)	___ _____
___ Divine Favor (B)	___ Divine Fortune (3)	___ _____
___ Flames of the Faithful (B)	___ Shield of Faith (4)	___ _____

ARMORS

___ Fortified Leather Armor (B)	___ Sniper's Studded Leather (2)	___ Mantle of Faith (6)
___ Stalking Armor (B)	___ Celestial Armor (3)	___ _____
___ Tussah Silk Coat (B)	___ Lesser Bolstering Armor (4)	___ _____
___ Shark Skin Armor (1)	___ Expeditious Chain Mail (5)	___ _____

ITEMS

___ Archer's Bracers (B)	___ Spyglass (B)	___ Gloves of Dueling (5)
___ Blood Periapt (B)	___ Shackles of Compliance (1)	___ Belt of Physical Might (6)
___ Caltrop Bead (B)	___ Efficient Quiver (2)	___ Pearl of Magic (6)
___ Potion of Vision (B)	___ Manual of War (3)	___ _____
___ Sage's Journal (B)	___ Magic Spyglass (4)	___ _____

ALLIES

___ Athlete (B)	___ Riding Horse (B)	___ Fortune-Teller (4)
___ Grave Tender (B)	___ Troubadour (B)	___ Phoenix Tail (5)
___ Night Watch (B)	___ Court Knight (1)	___ Echo of Lost Divinity (6)
___ Quartermaster (B)	___ Surgeon (2)	___ _____
___ Recruit (B)	___ Harbinger Disciple (3)	___ _____

BLESSINGS

___ Blessing of Pharasma (B)	___ Blessing of the Eternal Rose (3)	___ Blessing of the Lady of Graves (5)
___ Blessing of Shelyn (B)	___ Blessing of the Lady of Graves (3)	___ Blessing of the Eternal Rose (6)
___ Blessing of the Gods (B) ^B x?	___ Blessing of Pharasma (1)	___ _____
___ Blessing of Erastil (1)	___ Blessing of Shelyn (5)	___ _____
___ Blessing of Pharasma (1)	___ _____	___ _____
___ Blessing of Abadar (2)	___ _____	___ _____