



# Ameko kajitsu

Female Human Bard

Played by:

SKILLS	CARDS	FT: SPELL
<b>STRENGTH</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>WEAPON</b> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3	
<b>DEXTERITY</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 ACROBATICS: DEXTERITY +2	<b>SPELL</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
<b>CONSTITUTION</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ARMOR</b> 1 <input type="checkbox"/> 2	
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ITEM</b> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4	
<b>WISDOM</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ALLY</b> 4 <input type="checkbox"/> 5	
<b>CHARISMA</b> d12 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 ARCANE: CHARISMA +2 DIVINE: CHARISMA +2 DIPLOMACY: CHARISMA +2	<b>BLESSING</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
<b>POWERS</b>		
<b>HAND SIZE</b> 6		
<b>PROFICIENT WITH</b> <input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons		
You may recharge a card to add 1d4 ( <input type="checkbox"/> +1) to a check attempted by another character at your location.		
You may bury an ally to add 1d10 ( <input type="checkbox"/> +1) to your check.		

# Orik Vancasckerkin

Male Human Fighter

Played by:

SKILLS	CARDS	FT: WEAPON
<b>STRENGTH</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 MELEE: STRENGTH +3	<b>WEAPON</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8	
<b>DEXTERITY</b> d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>SPELL</b> —	
<b>CONSTITUTION</b> d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 FORTITUDE: CONSTITUTION +2	<b>ARMOR</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6	
<b>INTELLIGENCE</b> d6 <input type="checkbox"/> +1	<b>ITEM</b> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5	
<b>WISDOM</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>ALLY</b> 1 <input type="checkbox"/> 2	
<b>CHARISMA</b> d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2	<b>BLESSING</b> 3 <input type="checkbox"/> 4	
<b>POWERS</b>		
<b>HAND SIZE</b> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
<b>PROFICIENT WITH</b> Light Armors Heavy Armors Weapons		
You may recharge a card with the Offhand trait to add 1d6 ( <input type="checkbox"/> +1) ( <input type="checkbox"/> +2) to your Melee combat check.		
When you would discard a weapon for its power, you may recharge it instead.		

