

EZREN

MALE HUMAN WIZARD



SKILLS

STRENGTH	d6	<input type="checkbox"/> +1		
DEXTERITY	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3
CONSTITUTION	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2	
INTELLIGENCE	d12	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3 <input type="checkbox"/> +4
ARCANE: INTELLIGENCE +2				
KNOWLEDGE: INTELLIGENCE +2				
WISDOM	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	
CHARISMA	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3

POWERS

HAND SIZE 6 7 8

After you play a spell with the Arcane trait, you may examine the top card of your deck; if it's a spell, you may put it in your hand.

If you acquire a card with the Magic trait during an exploration, you may immediately explore again.

Add 1 (2) to your check to recharge a card.

CARDS LIST

FAVORED CARD TYPE: SPELL

WEAPON	1	<input type="checkbox"/> 2		
SPELL	8	<input type="checkbox"/> 9	<input type="checkbox"/> 10	<input type="checkbox"/> 11
ARMOR	—	<input type="checkbox"/> 1		
ITEM	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
ALLY	3	<input type="checkbox"/> 4	<input type="checkbox"/> 6	
BLESSING	—			

Ezren cannot keep blessings in his deck between scenarios.

After learning that the father whose name he'd spent most of his adult life trying to clear was indeed guilty, Ezren abandoned his former life and became a wizard. Finding no masters willing to take on an apprentice of his age, he devoted himself to unlocking the mysteries of magic alone. His studies soon revealed a true aptitude for the arcane arts, and he now seeks to explore the world he neglected for so long.

ROLES

You may choose one of these roles after completing Adventure 3.



EZREN (EVOKER)

Masters of explosive magic, these wizards can blast any obstacle or foe to dust with a single word of power.

POWERS

HAND SIZE 6 7 8 9

After you play a spell with the Arcane trait, you may examine the top card of your deck; if it's a spell, you may put it in your hand.

If you acquire a card with the Magic trait during an exploration, you may immediately explore again.

Add 1 (2) (3) (4) to your check to recharge a card.

Add 2 to your Arcane check with the Force (or Acid and Cold) (or Electricity and Fire) trait(s).

Add 2 (4) to your check to acquire a spell.



EZREN (ILLUSIONIST)

These wizards use magical trickery to deceive enemies' senses, baffling them with impossible sights and frightening sounds.

POWERS

HAND SIZE 6 7 8

After you play a spell with the Arcane trait, you may examine the top card of your deck; if it's a spell, you may put it in your hand (or recharge it).

If you acquire a card with the Magic trait during an exploration, you may immediately explore again.

Add 1 (2) (3) (4) to your check to recharge a card.

If you play a spell to evade a monster, you may put the monster on the bottom of the deck.

Add 2 (4) to your check to acquire a spell (or ally).

At the start of your turn, you may discard a card to draw a card.

HARSK

MALE DWARF RANGER



SKILLS

STRENGTH	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	
DEXTERITY	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
RANGED: DEXTERITY +3					
CONSTITUTION	d12	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	
FORTITUDE: CONSTITUTION +2					
INTELLIGENCE	d6	<input type="checkbox"/> +1			
WISDOM	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	
PERCEPTION: WISDOM +2					
SURVIVAL: WISDOM +2					
CHARISMA	d4	<input type="checkbox"/> +1			

POWERS

HAND SIZE	5	<input type="checkbox"/> 6			
PROFICIENT WITH	<input checked="" type="checkbox"/> Light Armors	<input checked="" type="checkbox"/> Weapons			
At the end of your turn, you may examine the top card (<input type="checkbox"/> or bottom card) of your location deck.					
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to a combat check at another location.					

CARDS LIST

FAVORED CARD TYPE: WEAPON

WEAPON	5	<input type="checkbox"/> 6			
SPELL	—	<input type="checkbox"/> 1	<input type="checkbox"/> 2		
ARMOR	1	<input type="checkbox"/> 2			
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	5	<input type="checkbox"/> 6			

Harsk has always been an unusual sort of dwarf, preferring open skies to cramped underground halls, the flexibility of a crossbow to the sturdiness of an axe, and tea to ale—it keeps his senses sharp. A gruff and driven dwarf, he left his home to fulfill a vow of justice to avenge his brother's death at the hands of raiding giants. He has since learned much of the world, its lands, its beasts, and its vast array of people and places worth protecting.

ROLES

You may choose one of these roles after completing Adventure 3.



HARSK (SNIPER)

Having honed both vision and skill with ranged weapons, these deadly marksmen can strike with incredible precision over impossible distances.

POWERS

HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
PROFICIENT WITH	<input checked="" type="checkbox"/> Light Armors	<input checked="" type="checkbox"/> Weapons	
At the end of your turn, you may examine the top card (<input type="checkbox"/> or bottom card) of your location deck.			
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) (<input type="checkbox"/> +4) to a combat check at another location.			
<input type="checkbox"/> When you start your turn with no cards in your hand, you may draw 1 (<input type="checkbox"/> 2) card(s).			
<input type="checkbox"/> When you play a weapon with the Ranged trait, you may recharge it instead of discarding it.			
<input type="checkbox"/> You gain the skill Divine: Wisdom +1.			
<input type="checkbox"/> When you play a blessing to add to your Dexterity check, add d12 instead of the normal die.			



HARSK (TRACKER)

No quarry can escape the keen senses and dogged determination of these masterful hunters.

POWERS

HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
PROFICIENT WITH	<input checked="" type="checkbox"/> Light Armors	<input checked="" type="checkbox"/> Weapons	
At the end of your turn, you may examine the top card (<input type="checkbox"/> or bottom card) (<input type="checkbox"/> or both) of your location deck.			
You may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to a combat check at another location.			
<input type="checkbox"/> Add 1d8 (<input type="checkbox"/> +1) to your check to defeat a bane with the Giant trait.			
<input type="checkbox"/> When you play an ally with the Animal trait, you may recharge it instead of discarding it.			
<input type="checkbox"/> You gain the skill Divine: Wisdom +1.			
<input type="checkbox"/> When you play a blessing to add to your Wisdom check, add d12 instead of the normal die.			

KYRA

FEMALE HUMAN CLERIC



SKILLS

STRENGTH	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
MELEE: STRENGTH	+2				
DEXTERITY	d4	<input type="checkbox"/> +1			
CONSTITUTION	d6	<input type="checkbox"/> +1 <input type="checkbox"/> +2			
FORTITUDE: CONSTITUTION	+3				
INTELLIGENCE	d6	<input type="checkbox"/> +1 <input type="checkbox"/> +2			
WISDOM	d12	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
DIVINE: WISDOM	+2				
CHARISMA	d6	<input type="checkbox"/> +1 <input type="checkbox"/> +2			

POWERS

HAND SIZE	5	<input type="checkbox"/> 6		
PROFICIENT WITH	<input checked="" type="checkbox"/> Light Armors	<input checked="" type="checkbox"/> Heavy Armors	<input type="checkbox"/> Weapons	

Instead of your first exploration on a turn, you may reveal a card with the Divine trait to choose a character at your location. Shuffle 1d4+1 (+2) random cards from his discard pile into his deck, then discard the card you revealed.

Add 1d8 (+1) with the Magic trait to your check to defeat a bane with the Undead trait.

CARDS LIST

WEAPON	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4
SPELL	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
ARMOR	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4
ITEM	1	<input type="checkbox"/> 2	
ALLY	1	<input type="checkbox"/> 2	
BLESSING	6	<input type="checkbox"/> 7	<input type="checkbox"/> 8

FAVORED CARD TYPE: BLESSING

Kyra and her family grew up near a small temple to Sarenrae, the goddess of healing, honesty, redemption, and the sun. When bandits attacked Kyra's village, Sarenrae's priestesses defended the innocent, driving off the raiders at the cost of their lives and their sanctuary. Standing in the burned ruin of the temple, young Kyra swore her life and sword arm to the goddess, promising mercy to the deserving and a quick death to those who spread in darkness.

ROLES

You may choose one of these roles after completing Adventure 3.



KYRA (HEALER)

These clerics channel healing power directly from their deity, restoring the defeated and returning the dead to life.

POWERS

HAND SIZE	5	<input type="checkbox"/> 6		<input type="checkbox"/> 7	<input type="checkbox"/> 8
PROFICIENT WITH	<input checked="" type="checkbox"/> Light Armors	<input checked="" type="checkbox"/> Heavy Armors	<input type="checkbox"/> Weapons		

Instead of your first exploration on a turn, you may reveal a card with the Divine trait to choose a character at your location. Shuffle 1d4+1 (+2) (+3) random cards from his discard pile into his deck, then discard the card you revealed (and you may draw a card).

Add 1d8 (+1) with the Magic trait to your check to defeat a bane with the Undead trait.

Add 2 (4) to your check to acquire a boon with the Divine trait.

When you play Blessing of Sarenrae, you may recharge it (or shuffle it into your deck) instead of discarding it.



KYRA (EXORCIST)

These clerics are foes of the undead and unholy, and no unquiet spirit or hungry fiend can stand against their divine wrath.

POWERS

HAND SIZE	5	<input type="checkbox"/> 6		<input type="checkbox"/> 7
PROFICIENT WITH	<input checked="" type="checkbox"/> Light Armors	<input checked="" type="checkbox"/> Heavy Armors	<input type="checkbox"/> Weapons	

Instead of your first exploration on a turn, you may reveal a card with the Divine trait to choose a character at your location. Shuffle 1d4+1 (+2) random cards from his discard pile into his deck, then discard the card you revealed.

Add 1d8 (+1) with the Magic trait to your check to defeat a bane with the Undead (or Outsider) trait.

Add 2 to your check to acquire an armor (or weapon).

When you play Blessing of Sarenrae, you may recharge it (or put it on top of your deck) instead of discarding it.

If you defeat a bane with the Undead (or Outsider) trait, you may shuffle 1 random card from your discard pile into your deck.

LEM

MALE HALFLING BARD



SKILLS

STRENGTH	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2
DEXTERITY	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2 <input type="checkbox"/> +3
CONSTITUTION	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2
INTELLIGENCE	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2
KNOWLEDGE: INTELLIGENCE +3			
WISDOM	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2
CHARISMA	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4
ARCANE: CHARISMA +1			
DIPLOMACY: CHARISMA +3			
DIVINE: CHARISMA +1			

POWERS

HAND SIZE	6
PROFICIENT WITH	<input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons
Once per check, you may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to a check attempted by another character at your location.	
At the start of your turn, you may exchange 1 card in your hand with 1 card of the same type in your discard pile.	

CARDS LIST

WEAPON	1	<input type="checkbox"/> 2	<input type="checkbox"/> 3
SPELL	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
ARMOR	—	<input type="checkbox"/> 1	
ITEM	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4
ALLY	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
BLESSING	5	<input type="checkbox"/> 6	

FAVORED CARD TYPE: YOUR CHOICE

Born a slave to human nobles in a land corrupted by devils, Lem was blessed with a quick wit that earned him easy work as an entertainer. He managed to escape from bondage, but had to leave friends and family behind. Now he fights to ensure that no one else has to bear the burdens that weigh upon his memory. His greatest weapons are his easy laugh, his repertoire of inspirational music and tales, and—when need be—his quick blade.

ROLES

You may choose one of these roles after completing Adventure 3.



LEM (VIRTUOSO)

These experienced performers number among the greatest masters of their chosen art forms, transforming performances into forces capable of inspiring armies or crushing dreams.

POWERS

HAND SIZE	6	<input type="checkbox"/> 7
PROFICIENT WITH	<input type="checkbox"/> Light Armors	<input type="checkbox"/> Weapons
Once per check, you may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to a check attempted by (<input type="checkbox"/> you or) another character at your location.		
At the start (<input type="checkbox"/> or end) of your turn, you may exchange 1 card in your hand with 1 card of the same type in your discard pile.		
<input type="checkbox"/> Add 2 to your check to acquire an ally.		
<input type="checkbox"/> Add 2 to your check to recharge (<input type="checkbox"/> or acquire) a spell.		
<input type="checkbox"/> When you play Blessing of Shelyn, add d12 instead of the normal die.		



LEM (CHARLATAN)

Through guile and magic, these charming deceivers play on the hopes and desires of their marks as cannily as on any instrument.

POWERS

HAND SIZE	6	<input type="checkbox"/> 7	<input type="checkbox"/> 8
PROFICIENT WITH	<input type="checkbox"/> Light Armors	<input type="checkbox"/> Weapons	
Once per check, you may recharge a card to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to a check attempted by another character at your location.			
At the start of your turn, you may exchange 1 card in your hand with 1 card of the same type in your discard pile.			
<input type="checkbox"/> Add 2 to your check to acquire an ally (<input type="checkbox"/> or defeat a henchman) (<input type="checkbox"/> or villain).			
<input type="checkbox"/> You automatically succeed at your check to recharge a card with the Mental trait.			
<input type="checkbox"/> When you play Blessing of Shelyn, add d12 instead of the normal die.			

MERISIEL

FEMALE ELF ROGUE



SKILLS

STRENGTH	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	
DEXTERITY	d12	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
ACROBATICS: DEXTERITY +2					
DISABLE: DEXTERITY +2					
STEALTH: DEXTERITY +2					
CONSTITUTION	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2		
INTELLIGENCE	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	
WISDOM	d6	<input type="checkbox"/> +1			
PERCEPTION: WISDOM +2					
CHARISMA	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2		

POWERS

HAND SIZE	5	<input type="checkbox"/> 6
PROFICIENT WITH	<input checked="" type="checkbox"/> Light Armors	<input type="checkbox"/> Weapons

You may evade your encounter.

If you are the only character at your location, you may recharge a card to add 1d6 (+1) (+2) to your combat check, or discard it to add an additional 1d6.

CARDS LIST

FAVORED CARD TYPE: ITEM

WEAPON	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	
SPELL	—	<input type="checkbox"/> 1		
ARMOR	1	<input type="checkbox"/> 2		
ITEM	6	<input type="checkbox"/> 7	<input type="checkbox"/> 8	<input type="checkbox"/> 9
ALLY	2	<input type="checkbox"/> 3		
BLESSING	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6	

Orphaned at a young age and raised by humans in the slums, the elf Merisiel saw many friends grow old and die in the decades it took her to become an adult. Unfettered by responsibilities, she now travels where her curiosity takes her, wandering the world with those she calls friends at the time. Merisiel believes in experiencing life to the fullest—you never know when you'll meet an unexpected end—and that there are few problems a dagger can't solve.

ROLES

You may choose one of these roles after completing Adventure 3.



MERISIEL (ACROBAT)

Nimble and daring, these daredevils can perform feats of dexterity to avoid any danger or escape any foe.

POWERS

HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
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PROFICIENT WITH	<input checked="" type="checkbox"/> Light Armors	<input type="checkbox"/> Weapons
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You may evade your encounter (and may put the card on top of the deck).

If you are the only character at your location, you may recharge a card to add 1d6 (+1) (+2) (+3) to your combat check or discard it to add an additional 1d6.

Add 2 to your noncombat check to defeat a barrier (or close a location).

Add 2 (4) to your check to acquire an item.

When you play a blessing to add to your Dexterity check, you may recharge it instead of discarding it.



MERISIEL (THIEF)

Moving silently and unseen, thieves pilfer the greatest treasures from beneath the noses of even the most watchful foes.

POWERS

HAND SIZE	5	<input type="checkbox"/> 6
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PROFICIENT WITH	<input checked="" type="checkbox"/> Light Armors	<input type="checkbox"/> Weapons
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You may evade your encounter.

If you are the only character at your location, you may recharge a card to add 1d6 (+1) (+2) (+3) (+4) to your combat check or discard it to add an additional 1d6.

Add 2 to your noncombat check to close a location.

Add 2 (3) (4) to your check to acquire an armor, item, or weapon.

When you play a blessing to add to your Dexterity check, you may recharge it instead of discarding it.

You may use Charisma in place of any skill on any check to recharge an armor, item, or weapon with the Magic trait.

SEONI

FEMALE HUMAN SORCERER



SKILLS

STRENGTH	d4	<input type="checkbox"/> +1
DEXTERITY	d8	<input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
CONSTITUTION	d6	<input type="checkbox"/> +1 <input type="checkbox"/> +2
INTELLIGENCE	d6	<input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
WISDOM	d6	<input type="checkbox"/> +1 <input type="checkbox"/> +2
CHARISMA	d12	<input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4

DIPLOMACY: CHARISMA +2
ARCANE: CHARISMA +2

POWERS

HAND SIZE 6 7

For your combat check, you may discard a card to roll your Arcane die + 1d6 (+1) (+2) with the Attack, Fire, and Magic traits. This counts as playing a spell.

You automatically succeed at your check to recharge a spell (or item) with the Arcane trait.

CARDS LIST

	—	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
WEAPON	—	<input type="checkbox"/> 1					
SPELL	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input type="checkbox"/> 6			
ARMOR	—						
ITEM	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input type="checkbox"/> 6			
ALLY	4	<input type="checkbox"/> 5					
BLESSING	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7				

FAVORED CARD TYPE: SPELLS

Seoni cannot keep armors in her deck between scenarios.

Born into a clan of nomadic wanderers, Seoni wears dozens of runic tattoos that tell the ancient stories of her people and aid her in drawing upon their arcane powers. Quick thinking and with a plan for every situation, she proudly exhibits the marks of her people and endlessly seeks new understanding of her magical abilities. She travels the world, dispelling myths that her people are nothing more than liars and thieves by righting injustices wherever she finds them.

ROLES

You may choose one of these roles after completing Adventure 3.



SEONI (ABYSSAL SORCERER)

The bloodline of these sorcerers is corrupted by an unholy taint from a fiendish ancestor or other foul influence.

POWERS

HAND SIZE 6 7

For your combat check, you may discard a card to roll your Arcane die + 1d6 (+1) (+2) (+3) (+4) with the Fire (or Acid) trait and the Attack and Magic traits. This counts as playing a spell.

You automatically succeed at your check to recharge a spell (or item) with the Arcane trait.

Reduce Fire (and Acid and Cold) damage dealt to you by 1 (2).

When you play Blessing of Pharasma, add d12 instead of the normal die.

At the start of your turn, you may banish an ally to draw 3 cards.



SEONI (CELESTIAL SORCERER)

The bloodline of these sorcerers is blessed by a celestial power, either from a celestial ancestor or through divine intervention.

POWERS

HAND SIZE 6 7

For your combat check, you may discard a card to roll your Arcane die + 1d6 (+1) (+2) (+3) (+4) with the Fire (or Acid) trait and the Attack and Magic traits. This counts as playing a spell.

You automatically succeed at your check to recharge a spell (or item) with the Arcane trait.

If you would fail a check by 1, you may bury a card to succeed.

Reduce Fire (and Electricity) damage dealt to you by 1 (2).

When you play Blessing of Pharasma, add d12 instead of the normal die.

VALEROS

MALE HUMAN FIGHTER



SKILLS

STRENGTH	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
MELEE: STRENGTH +3					
DEXTERITY	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2		
CONSTITUTION	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
INTELLIGENCE	d6	<input type="checkbox"/> +1			
WISDOM	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2		
CHARISMA	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2		
DIPLOMACY: CHARISMA +2					

POWERS

HAND SIZE	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
PROFICIENT WITH	<input checked="" type="checkbox"/> Light Armors	<input checked="" type="checkbox"/> Heavy Armors	<input checked="" type="checkbox"/> Weapons
Add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to another character's combat check at your location.			
When you play a weapon, you may recharge it instead of discarding it.			

CARDS LIST

FAVORED CARD TYPE: WEAPON

WEAPON	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8
SPELL	—			
ARMOR	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	
ITEM	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	
ALLY	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	
BLESSING	3	<input type="checkbox"/> 4		

Valeros cannot keep spells in his deck between scenarios.

Valeros is a good-hearted former mercenary whose longing for adventure convinced him to flee an arranged betrothal to a farmer's daughter. He trained himself in swordplay and spent many years as a mercenary, but now he fights for those in need. Though noble of heart and fiercely loyal, Valeros hides such sentiments under a jaded and crass demeanor, frequently observing that there's nothing better than "an evening of hard drinking and soft company."

ROLES

You may choose one of these roles after completing Adventure 3.



VALEROS (GUARDIAN)

Adept at the use of heavy armors, these fighters hold the line in the face of any assault, defending their allies from even the greatest foes.

POWERS

HAND SIZE	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
PROFICIENT WITH	<input checked="" type="checkbox"/> Light Armors	<input checked="" type="checkbox"/> Heavy Armors	<input checked="" type="checkbox"/> Weapons	
Add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to another character's combat check at your location.				
When you play a weapon (<input type="checkbox"/> or armor), you may recharge it instead of discarding it.				
<input type="checkbox"/> When another character at your location is dealt Combat damage, reduce that damage by 1 (<input type="checkbox"/> 2).				
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to acquire an armor.				
<input type="checkbox"/> When you play a blessing to add to your Constitution check, add d12 instead of the normal die.				



VALEROS (WEAPON MASTER)

Experts in the use of all weapons—be they bladed, blunt, fired, or thrown—these masterful warriors can turn any tool into a weapon of war.

POWERS

HAND SIZE	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
PROFICIENT WITH	<input checked="" type="checkbox"/> Light Armors	<input checked="" type="checkbox"/> Heavy Armors	<input checked="" type="checkbox"/> Weapons
Add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) (<input type="checkbox"/> +4) (<input type="checkbox"/> +5) to another character's combat check at your location.			
When you play a weapon, you may recharge it (<input type="checkbox"/> or shuffle it into your deck) instead of discarding it.			
<input type="checkbox"/> You may use Melee in place of Ranged when using a weapon with the Ranged trait.			
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to acquire a weapon.			
<input type="checkbox"/> When you play a blessing to add to your Strength check, add d12 instead of the normal die.			

AMIRI

FEMALE HUMAN BARBARIAN



SKILLS

STRENGTH	d12	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
MELEE: STRENGTH +2					
DEXTERITY	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	
CONSTITUTION	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
INTELLIGENCE	d4	<input type="checkbox"/> +1			
WISDOM	d6	<input type="checkbox"/> +1			
SURVIVAL: WISDOM +3					
CHARISMA	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2		

POWERS

HAND SIZE	4	<input type="checkbox"/> 5	
PROFICIENT WITH	<input checked="" type="checkbox"/> Light Armors	<input type="checkbox"/> Heavy Armors	<input checked="" type="checkbox"/> Weapons

You may bury a card from your hand to add 1d10 (+1) to your Strength, Melee, or Constitution check.

You may move at the end of your turn (and/or move another character to the location where you end your turn).

CARDS LIST

FAVORED CARD TYPE: WEAPON

WEAPON	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8
SPELL	—			
ARMOR	2	<input type="checkbox"/> 3		
ITEM	2	<input type="checkbox"/> 3		
ALLY	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
BLESSING	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6	

Amiri cannot keep spells in her deck between scenarios.

Amiri is a fierce tribal warrior from the rugged clans of the north. She claimed her oversized bastard sword as a trophy after single-handedly wiping out a band of frost giants. When she returned to her people, she discovered her raid had been meant to be a suicide mission—a punishment for consistently one-upping her tribe's male warriors in battle. In a rage she slaughtered her traitorous comrades, then forsook her homeland to make her own place in the world.

ROLES

You may choose one of these roles after completing Adventure 3.



AMIRI (BERSERKER)

Barbarians who adopt this role are consumed by rage, stoking flames of fury that express themselves through vicious attacks and unbelievable strength.

POWERS

HAND SIZE	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
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PROFICIENT WITH	<input checked="" type="checkbox"/> Light Armors	<input type="checkbox"/> Heavy Armors	<input checked="" type="checkbox"/> Weapons
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You may bury a card from your hand (or the top card of your deck) to add 1d10 (+1) (+2) (+3) (+4) to your Strength, Melee, or Constitution check.

You may move at the end of your turn (and/or move another character to the location where you end your turn).

Add 2 (4) to your check to acquire a weapon.

When you play Blessing of Gorum, add d12 instead of the normal die.



AMIRI (JUGGERNAUT)

Through amazing fortitude, superhuman resilience, and mighty armor, juggernauts can resist the assault of any opponent.

POWERS

HAND SIZE	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
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PROFICIENT WITH	<input checked="" type="checkbox"/> Light Armors	<input type="checkbox"/> Heavy Armors	<input checked="" type="checkbox"/> Weapons
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You may bury a card from your hand to add 1d10 (+1) (+2) (+3) to your Strength, Melee, or Constitution check.

You may move at the end of your turn (and/or move another character to the location where you end your turn).

When you are dealt Combat (or any other type of) damage, reduce that damage by 1.

Add 2 (4) to your check to acquire an armor.

When you play Blessing of Gorum, add d12 instead of the normal die.

LINI

FEMALE GNOME DRUID



SKILLS

STRENGTH	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2
DEXTERITY	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2
CONSTITUTION	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2
INTELLIGENCE	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2
KNOWLEDGE: INTELLIGENCE +3			
WISDOM	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4
DIVINE: WISDOM +1			
SURVIVAL: WISDOM +2			
CHARISMA	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2 <input type="checkbox"/> +3

POWERS

HAND SIZE	5
PROFICIENT WITH	<input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons
When you play an ally with the Animal trait, you may recharge it instead of discarding it.	
You may reveal an ally with the Animal trait to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) to your check.	
You may discard a card to roll d10 instead of your Strength or Dexterity die for any check.	

CARDS LIST

FAVORED CARD TYPE: ALLY

WEAPON	—	<input type="checkbox"/> 1
SPELL	6	<input type="checkbox"/> 7 <input type="checkbox"/> 8
ARMOR	—	<input type="checkbox"/> 1
ITEM	2	<input type="checkbox"/> 3 <input type="checkbox"/> 4
ALLY	3	<input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6
BLESSING	4	<input type="checkbox"/> 5

Lini has always had a way with wild creatures. More than once, her enclave was threatened by some great beast, yet each time, she soothed it and sent it on its way. As an adult, she chose to leave her druidic fellows behind to protect the wild places of the world. Since then, Lini has collected more than a dozen sticks, one from each of the forests she has visited. These sticks are a road map of her experiences, and each holds a wealth of memories for her.

ROLES

You may choose one of these roles after completing Adventure 3.



LINI (SHAPESHIFTER)

Masters of innumerable natural forms, these druids make the strength and ferocity of animalkind their own.

POWERS

HAND SIZE	5	<input type="checkbox"/> 6
PROFICIENT WITH	<input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons	
When you play an ally with the Animal trait, you may recharge it instead of discarding it.		
You may reveal an ally with the Animal trait to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to your check.		
You may discard a card to roll 1d10 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> and you may add Fire trait) instead of your Strength or Dexterity die for any check.		
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to acquire an ally with the Animal trait.		
<input type="checkbox"/> When you play a blessing to add to your Wisdom check, add d12 instead of the normal die.		



LINI (WILD WARDEN)

These sages of nature know the deepest truth of the earth and its inhabitants, and turn the power of the land into a devastating weapon.

POWERS

HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
PROFICIENT WITH	<input type="checkbox"/> Light Armors <input type="checkbox"/> Weapons		
When you play an ally with the Animal trait, you may recharge it instead of discarding it.			
You may reveal an ally with the Animal trait to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) (<input type="checkbox"/> +4) to your check.			
You may discard a card to roll d10 instead of your Strength or Dexterity die for any check.			
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your Divine check when playing or recharging a spell.			
<input type="checkbox"/> Add 1d8 with the Magic trait to your check to defeat a bane with the Animal trait.			
<input type="checkbox"/> When you play a blessing to add to your Wisdom check, add d12 instead of the normal die.			

SAJAN

MALE HUMAN MONK



SKILLS

STRENGTH	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2
DEXTERITY	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4
ACROBATICS: DEXTERITY +2			
CONSTITUTION	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2
FORTITUDE: CONSTITUTION +2			
INTELLIGENCE	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2
WISDOM	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2 <input type="checkbox"/> +3
CHARISMA	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2

POWERS

HAND SIZE	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
For your combat check, you may roll your Dexterity die (<input type="checkbox"/> you may add the Magic trait) (<input type="checkbox"/> and/or the Fire trait); you may not play a weapon on the check.			
You may play any number of blessings on your combat check; recharge them instead of discarding them.			

CARDS LIST

FAVORED CARD TYPE: ITEM

WEAPON	—	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3
SPELL	—	<input type="checkbox"/> 1		
ARMOR	—			
ITEM	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6	
ALLY	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	
BLESSING	8	<input type="checkbox"/> 9	<input type="checkbox"/> 10	

Sajan cannot keep armors in his deck between scenarios.

Born into a warrior caste in a far-off land, Sajjan turned his back on his duties to search for his twin sister, a fellow martial artist taken from their land by a distant lord. Under sentence of death in his homeland for desertion, he obsessively seeks clues that could reunite him with his twin. Sajjan has traveled many lands and has been slow to trust the impulsive natives of those realms, but offers his insight and skill to any whom he deems worthy of joining him on his quest.

ROLES

You may choose one of these roles after completing Adventure 3.



SAJAN (DRUNKEN MASTER)

A haze of inebriation separates the mind and bodies of these martial masters, making them free to fight as the eddies of life move them.

POWERS

HAND SIZE	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
PROFICIENT WITH	<input type="checkbox"/> Weapons			
For your combat check, you may roll your Dexterity die (<input type="checkbox"/> you may add the Magic trait) (<input type="checkbox"/> and/or the Fire trait); you may not play a weapon on the check.				
You may play any number of blessings on your combat check; recharge them instead of discarding them.				
<input type="checkbox"/> When dealt damage other than Combat damage, reduce that damage by 1 (<input type="checkbox"/> 2) (<input type="checkbox"/> 3).				
<input type="checkbox"/> When you play a boon with the Liquid trait, succeed at a Fortitude 6 check to recharge it instead of banishing it.				
<input type="checkbox"/> Add 6 to your check to acquire a boon with the Liquid trait.				
<input type="checkbox"/> At the start of your turn, you must draw 1 card.				



SAJAN (ZEN ARCHER)

These mystical masters of the bow fire not at what they see, but where the energies of the cosmos guide their shots.

POWERS

HAND SIZE	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
PROFICIENT WITH	<input type="checkbox"/> Weapons			
For your combat check, you may roll your Dexterity die (<input type="checkbox"/> you may add the Magic trait) (<input type="checkbox"/> and/or the Fire trait); you may not play a weapon on the check.				
You may play any number of blessings on your combat check; recharge them instead of discarding them.				
<input type="checkbox"/> When dealt damage other than Combat damage, reduce that damage by 1 (<input type="checkbox"/> 2).				
<input type="checkbox"/> When you play a weapon with the Ranged trait, you may recharge it instead of discarding it.				
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your check to acquire a boon with the Ranged trait.				
<input type="checkbox"/> When you start your turn with no cards in your hand, you may draw 1 card.				

SEELAH

FEMALE HUMAN PALADIN



SKILLS

STRENGTH	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
MELEE: STRENGTH +2					
DEXTERITY	d4	<input type="checkbox"/> +1			
CONSTITUTION	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	
INTELLIGENCE	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2		
WISDOM	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	
DIVINE: WISDOM +2					
CHARISMA	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2		

POWERS

HAND SIZE	4	<input type="checkbox"/> 5			
PROFICIENT WITH	<input checked="" type="checkbox"/> Light Armors	<input checked="" type="checkbox"/> Heavy Armors	<input checked="" type="checkbox"/> Weapons		

You may discard the top card of your deck to add 1d6 (+1) to your check. If the top card was a blessing (or spell), recharge it instead of discarding it.

You may examine the top card of your location deck at the start (or end) of your turn. If it's a boon, put it on the bottom of the deck.

CARDS LIST

FAVORED CARD TYPE: ARMOR

WEAPON	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
SPELL	1	<input type="checkbox"/> 2	<input type="checkbox"/> 3
ARMOR	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
ITEM	—		
ALLY	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4
BLESSING	6	<input type="checkbox"/> 7	<input type="checkbox"/> 8

Seelah cannot keep items in her deck between scenarios.

As a starving young orphan, Seelah encountered a paladin and became fascinated by her shining helm. She stole the helmet, an act that led to the paladin's death in a subsequent battle. In the aftermath, the guilt-stricken girl climbed onto the holy warrior's pyre, only to be saved by the other paladins, who took her in and made her one of them. At first, Seelah fought to atone for her deeds, but since she has become a full and devout champion of Iomedae, goddess of justice.

ROLES

You may choose one of these roles after completing Adventure 3.



SEELAH (CRUSADER)

Champions of their deity's cause, these heroes battle evil by relying on their skill at arms and the holy might of their righteous lord.

POWERS

HAND SIZE	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
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PROFICIENT WITH	<input checked="" type="checkbox"/> Light Armors	<input checked="" type="checkbox"/> Heavy Armors	<input checked="" type="checkbox"/> Weapons
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You may discard the top card of your deck to add 1d6 (+1) (+2) (+3) to your check. If the top card was a blessing (or spell), recharge it instead of discarding it.

You may examine the top card of your location deck at the start (or end) of your turn. If it's a boon, put it on the bottom (or underneath the top card) of the deck.

When another character at your location is dealt Combat damage, reduce that damage by 1.

Add 1d8 with the Magic trait to your check to defeat a bane with the Undead trait.

When you play Blessing of Iomedae, you may recharge it (or shuffle it into your deck) instead of discarding it.



SEELAH (HOSPITALER)

These holy knights bring justice to foes but share their mercy with allies, healing and fortifying the righteous with their deity's holy might.

POWERS

HAND SIZE	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
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PROFICIENT WITH	<input checked="" type="checkbox"/> Light Armors	<input checked="" type="checkbox"/> Heavy Armors	<input checked="" type="checkbox"/> Weapons
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You may discard the top card of your deck to add 1d6 (+1) (+2) (+3) to your check. If the top card was a blessing (or spell), recharge it instead of discarding it.

You may examine the top card of your location deck at the start (or end) of your turn. If it's a boon, put it on the bottom (or underneath the top card) of the deck.

During your turn, you may bury a Divine card and choose a character at your location to shuffle 1d4+1 random cards from his discard pile into his deck.

When you play Blessing of Iomedae, you may recharge it (or shuffle it into your deck) instead of discarding it.