

AMIRI

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

DECK LIST	FAVORED CARD: MELEE WEAPON
WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7
SPELL	0
ARMOR	2 <input type="checkbox"/> 3
ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5
ALLY	2 <input type="checkbox"/> 3 <input type="checkbox"/> 4
BLESSING	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6

The rugged northern wastes are Amiri's home. Born in a clan of male warriors, Amiri bested them all and was sent on a suicide mission to retrieve a frost giant's sword. With that monstrous weapon in hand, Amiri made it clear that no one should ever underestimate her again.



HAND SIZE 4 ☐ 5

PROFICIENCIES

Weapon ☐ Armor

POWERS

On your Strength check or your check against a monster, you may bury a card from your hand (☐ or discards) to add your Fortitude skill.

Closing your location does not prevent you from exploring (☐ and after you close your location, you may draw a card).

At the end of your turn, you may move; any local characters may move with you.

ROLES

RESISTANCE FIGHTER

Barbarians can overthrow any empire, given battleaxes enough and time.

HAND SIZE 4 ☐ 5 ☐ 6

PROFICIENCIES

Weapon ☐ Armor

POWERS

On your Strength check or your check against a monster, you may bury a card from your hand (☐ or discards) to add your Fortitude skill. (☐ If you do, you may remove 1 of your scourges.)

Closing your location does not prevent you from exploring (☐ and after you close your location, you may draw a card) (☐ and you may heal a card).

At the end of your turn, you may move (☐ then examine the top card of your location); any local characters may move with you.

- ☐ When cards would be recharged or discarded to bless your combat check, they may be freely discarded instead.
- ☐ When you suffer damage, you may discard from the top of your deck instead of your hand. (☐ When you suffer damage, you may examine the top 2 cards of your deck.) (☐ Then you may recharge any of the examined cards.)

SMASHMOUTH

No plan survives being punched in the face.

HAND SIZE 4 ☐ 5 ☐ 6

PROFICIENCIES

Weapon ☐ Armor

POWERS

On your Strength check or your check against a monster (☐ or a barrier), you may bury a card from your hand (☐ or discards) to add your Fortitude skill.

Closing your location does not prevent you from exploring (☐ and after you close your location, you may draw a card) (☐ and you may heal a weapon).

At the end of your turn, you may move; any local characters may move with you.

- ☐ On your (☐ or another local character's) Melee combat check, you may reload a weapon to add its level.
- ☐ When a card would be discarded to bless your combat check, it may be recharged instead.
- ☐ When you suffer damage from a bane (☐ before or) after acting, you may recharge a weapon to reduce the damage to 0.



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EZREN

HUMAN
WIZARD

SKILLS	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2
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	
CRAFT: INTELLIGENCE +1	
KNOWLEDGE: INTELLIGENCE +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

HAND SIZE 6 ☐ 7

PROFICIENCIES

Arcane

POWERS

At the start of your turn, you may examine the top card of your deck; if it is a spell, you may draw it. (☐ Then you may recharge the top card of your deck.)

On your turn, you may recharge a spell to examine the top card of your location. If you do, you may discard (☐ or recharge) a card to explore.

On a local check against a Magic card, you may recharge a card to add 1d4 (☐ 1d6).

DECK LIST		FAVORED CARD: SPELL	
WEAPON	1 <input type="checkbox"/> 2		
SPELL	7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 <input type="checkbox"/> 10		
ARMOR	0 <input type="checkbox"/> 1		
ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7		
ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
BLESSING	0		

An atheist in a world overrun by gods, the scholar Ezren came to wizarding later in life than most. Self-taught and knowledgeable, he crafts arcane power with a sculptor's skill. His grizzled mein belies a childlike wonder at the world of adventure before him.



ROLES

MYSTIC DIVINER

Knowing all predictable outcomes doesn't guarantee success, but it does guarantee a predicted outcome.

HAND SIZE 6 ☐ 7 ☐ 8

PROFICIENCIES

Arcane

POWERS

At the start of your turn, you may examine the top card of your deck; if it is a spell (☐ or a card of a type you choose before examining), you may draw it. (☐ Then you may recharge the top card of your deck.)

On your (☐ or any) turn, you may recharge a spell to examine the top card of your (☐ or any) location. If you do, you may discard (☐ or recharge) a card to explore.

On a local check against a Magic (☐ or Trigger) card, you may recharge a card to add 1d4 (☐ 1d6).

- ☐ When you examine the top card of a location or deck, you may examine the top 2 cards instead.
- ☐ Gain the skill Perception: Wisdom +2. (☐ On your non-combat check, you may discard a card to reroll a die.)

WIZENED EXPLORER

Age and experience beats youth and courage with a sturdy walking stick.

HAND SIZE 6 ☐ 7 ☐ 8

PROFICIENCIES

☐ Alchemical ☐ Arcane

POWERS

At the start of your turn, you may examine the top card of your deck; if it is a spell (☐ or an ally), you may draw it. (☐ Then you may recharge the top card of your deck.)

On your turn, you may recharge a spell to examine the top card of your location. If you do, you may discard (☐ or recharge) (☐ or reload) a card to explore.

On a local check against a Magic card (☐ or against a non-Divine boon), you may recharge a card to add 1d4 (☐ 1d6).

- ☐ On your non-Intelligence check, you may discard a spell to add your Intelligence.
- ☐ When you defeat (☐ or acquire) a card using a non-combat check, you may draw a card.



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FUMBUS

GOBLIN
ALCHEMIST

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
DISABLE: DEXTERITY +0 RANGED: DEXTERITY +1	
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
INTELLIGENCE	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
CRAFT: INTELLIGENCE +3 ARCANE: INTELLIGENCE +1	
WISDOM	d4 <input type="checkbox"/> +1
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2

HAND SIZE 6 ☐ 7

PROFICIENCIES

Alchemical

POWERS

On a local combat check (☐ or a local check to defeat an Obstacle or Trap barrier), you may discard a card (☐ or recharge an Alchemical or Attack card) to add 1d4 and the Acid, Fire, or Poison trait.

During recovery, when you would banish an Alchemical boon or an Arcane Attack spell, you may discard it instead.

- ☐ On your check that invokes Acid, Fire, or Poison, add 1d6.

DECK LIST	FAVORED CARD:			
	ALCHEMICAL ITEM OR ATTACK SPELL			
WEAPON	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	
SPELL	2	<input type="checkbox"/> 3		
ARMOR	1	<input type="checkbox"/> 2		
ITEM	6	<input type="checkbox"/> 7	<input type="checkbox"/> 8	<input type="checkbox"/> 9
ALLY	1	<input type="checkbox"/> 2		
BLESSING	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	

If goblins knew how to read, they'd write books about Fumbus, a whizbang fungus alchemist who specializes in potent bombs and miraculous escapes. Despite his best efforts, Fumbus somehow retains every toe and finger he was born with. Attached, even.



ROLES

BOOMSHAKER

A situation that is not yet volatile hasn't gotten out of bed yet.

HAND SIZE 6 ☐ 7 ☐ 8

PROFICIENCIES

Alchemical ☐ Arcane

POWERS

On a local combat check (☐ or a local check to defeat an Obstacle or Trap barrier), you may discard a card (☐ or recharge an Alchemical or Attack card) to add 1d4 (☐ 1d6) and the Acid, Fire, or Poison trait.

During recovery, when you would banish an Alchemical boon or an Arcane Attack spell, you may discard it instead. (☐ Then you may recharge a new Arcane Attack spell whose level is 0.)

- ☐ On your check that invokes Acid, Fire, or Poison, add 1d6 (☐ 1d8).
- ☐ At the end of your exploration, draw a card.
- ☐ At the end of your turn, if there are more cards in your discards than in your deck, you may bury a random (☐ or any) card from your discards to heal 1d4 cards.

FUMBLER

What does this shiny thing—BANG!

HAND SIZE 6 ☐ 7 ☐ 8

PROFICIENCIES

Alchemical

POWERS

On a local combat check (☐ or a local check to defeat an Obstacle or Trap barrier) (☐ or any local check), you may discard a card (☐ or recharge an Alchemical or Attack card) to add 1d4 and the Acid, Fire, or Poison trait.

During recovery, when you would banish an Alchemical boon or an Arcane Attack spell, you may discard it instead. (☐ Then you may recharge a new Alchemical item whose level is 0.)

- ☐ On your check that invokes Acid, Fire, or Poison, add 1d6. (☐ If your check invokes more than 1 of those traits, add another 1d6.)
- ☐ At the start of your turn, you may remove your scourge Poisoned (☐ or Dazed or Exhausted).
- ☐ At the start of your check, you may draw a card. If you do not play it by the end of the check, recharge it and suffer the scourge Poisoned.
- ☐ Treat your powers as if the words "Acid, Fire, or Poison" were "Acid, Cold, Electricity, Fire, or Poison."



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HARSK

DWARF
RANGER

SKILLS	
STRENGTH	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4
DEXTERITY	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4
RANGED: DEXTERITY +2	
CONSTITUTION	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2
FORTITUDE: CONSTITUTION +1	
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 +3	
CHARISMA	d4 <input type="checkbox"/> +1

HAND SIZE 5 ☐ 6

PROFICIENCIES

Weapon

POWERS

On any combat check, you may recharge a card or reload a weapon to add 1d4 (☐ 1d6).

On your check that invokes the Axe or Bow trait, add 1d6 (☐ 1d8); against a Giant monster, add another 1d4.

At the end of your turn, you may examine the top card of your location. (☐ Then, you may shuffle your location.)

DECK LIST	FAVORED CARD: WEAPON		
WEAPON	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
SPELL	0	<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	3	<input type="checkbox"/> 4	
BLESSING	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6

A gruff and unyielding wanderer, Harsk finds simple pleasures far from the stone tunnels of his brethren. With axe in one hand and bow in the other, he stands up to enemies many times his height. The open skies of the world call him to adventure, and he is there to answer.



ROLES

DRAGONHUNTER

Don't be born on his bad side.

HAND SIZE 5 ☐ 6 ☐ 7

PROFICIENCIES

Weapon

POWERS

On any combat check, you may recharge a card or reload a weapon to add 1d4 (☐ 1d6).

On your check that invokes the Axe or Bow trait, add 1d6 (☐ 1d8); against a Giant (☐ or Aberration or Dragon) monster, add another 1d4 (☐ 1d8).

At the (☐ start or) end of your turn, you may examine the top card (☐ or 2 cards) of your location. (☐ Then you may shuffle your location.)

- ☐ When you defeat a monster, you may remove 1 of your scourges.
- ☐ When a local character fails to defeat a story bane or an Aberration, Dragon, or Giant monster, you may reload it into its location instead of shuffling it (☐ or you may avenge by recharging a weapon).

WARDEN

With bow, with axe, with sharpened stick, a ranger will defend his domain.

HAND SIZE 5 ☐ 6 ☐ 7

PROFICIENCIES

Weapon

POWERS

On any combat check, you may recharge a card or reload a weapon to add 1d4 (☐ 1d6). (☐ If the character fails the check, you may draw a card.)

On your check that invokes the Axe or Bow trait, add 1d6 (☐ 1d8); against a Giant monster, add another 1d4.

At the end of your turn, you may examine the top card of your location. (☐ Then you may shuffle your location.)

- ☐ When a character examines a monster at your Wild (☐ or Underground) location, you may recharge a card to encounter it (☐ and add 1d6 to your checks against it).
- ☐ When you would discard an Axe or Bow card for its power, you may recharge it. (☐ Then you may shuffle your deck.)
- ☐ Gain the skill Divine: Wisdom +2 and you are proficient with Divine.



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KYRA

HUMAN
CLERIC

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

HAND SIZE 5 ☐ 6

PROFICIENCIES

Armor ☐ Divine ☐ Weapon ☐

POWERS

On a local check against an Outsider or Undead bane, add 1d4 (☐ 1d6) and the Magic trait.

At the end of your turn, you may recharge a Divine card to heal a local character a card.

- ☐ Gain the skills Fortitude: Constitution +2 and Perception: Wisdom +2.

DECK LIST		FAVORED CARD: BLESSING		
WEAPON	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	
SPELL	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6	
ARMOR	1	<input type="checkbox"/> 2		
ITEM	2	<input type="checkbox"/> 3		
ALLY	1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	
BLESSING	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	

Kyra serves at the behest of the dawn goddess Sarenrae, healing the sick and guarding the weak. Her sword is ready to repel marauders who would disturb the worship of the sun goddess. When the Dawnflower rises over Golarion, Kyra basks in her light.



ROLES

DAWNSEEKER

Heaven is what you make of it.

HAND SIZE 5 ☐ 6 ☐ 7

PROFICIENCIES

Armor ☐ Divine ☐ Weapon ☐

POWERS

On a local check against an Outsider or Undead bane (☐ or against a Divine or Healing boon), add 1d4 (☐ 1d6) and the Magic trait.

At the (☐ start or) end of your turn, you may recharge a Divine card to (☐ remove a scourge from a local character or) heal a local character a card (☐ or 1d4 cards).

- ☐ Gain the skills Fortitude: Constitution +2 and Perception: Wisdom +2.
- ☐ On your check to recharge a Divine non-Attack spell, you automatically succeed. (☐ Then you may shuffle your deck.)
- ☐ When a local character would suffer a scourge, you may suffer it instead.

SMITER

"Being smitten" means something different to some people.

HAND SIZE 5 ☐ 6 ☐ 7

PROFICIENCIES

Armor ☐ Divine ☐ Weapon ☐

POWERS

On a local check against an Outsider or Undead (☐ or summoned) bane, add 1d4 (☐ 1d6) (☐ 1d8) and the Magic trait.

At the end of your turn, you may recharge a Divine card to heal a local character a card (☐ or 2 cards).

- ☐ Gain the skills Fortitude: Constitution +2 and Perception: Wisdom +2.
- ☐ After you play a weapon or an Attack spell, you may examine the top card of your deck. If it is a weapon or an Attack spell, you may draw it.
- ☐ On your check to recharge a Divine Attack spell, you automatically succeed. (☐ Then you may shuffle your deck.)
- ☐ You may avenge by discarding a blessing: during the encounter, your checks are blessed by the deity Sarenrae.



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LEM

HALFLING
BARD

SKILLS	
STRENGTH	d4 <input type="checkbox"/> +1
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
ACROBATICS: DEXTERITY +1	
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
INTELLIGENCE	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2
KNOWLEDGE: INTELLIGENCE +1	
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	

HAND SIZE 6 ☐ 7

PROFICIENCIES

Arcane Divine Instrument

POWERS

On a local non-combat check (☐ or another local character's combat check), you may recharge a card to add 1d4 (☐ 1d6).

At the end of your turn, you may discard a card to recharge (☐ or to shuffle into your deck) a card from your discards.

DECK LIST	FAVORED CARD: CHOOSE 1 CARD TYPE		
WEAPON	1	<input type="checkbox"/>	2
SPELL	4	<input type="checkbox"/>	5 <input type="checkbox"/> 6
ARMOR	0	<input type="checkbox"/>	1
ITEM	3	<input type="checkbox"/>	4 <input type="checkbox"/> 5
ALLY	4	<input type="checkbox"/>	5 <input type="checkbox"/> 6
BLESSING	3	<input type="checkbox"/>	4 <input type="checkbox"/> 5

A silver-tongued adherent of the love goddess Shelyn, Lem weaves anthems to obscure his dark past. Having escaped slavery in Cheliah, he now frequents Varisia's guilds and taverns seeking companions he can accompany. If his stirring music can't save the day, his swift sword will.



ROLES

BUSKER

From time to time, even the richest of us must sing for our supper.

HAND SIZE 6 ☐ 7 ☐ 8

PROFICIENCIES

Arcane Divine Instrument

POWERS

On a local non-combat check (☐ or another local character's combat check), you may recharge (☐ or reload) a card to add 1d4 (☐ 1d6).

At the end of your turn, you may discard a card to recharge (☐ or to shuffle into your deck) a card from your discards.

- ☐ When you would encounter a bane, another local character may bury a card to encounter it instead.
- ☐ On your non-combat check at an Urban location, add 1d4. (☐ You may additionally recharge a card to bless the check by the deity Shelyn.)
- ☐ When you suffer damage, you may recharge an ally to reduce it by 1 (☐ 3). If you are at an Urban location, you may reload the ally instead.
- ☐ When another local character fails to acquire an ally, you may encounter it.

POET LAUREATE

But speak these humble words, and they will echo forever.

HAND SIZE 6 ☐ 7 ☐ 8

PROFICIENCIES

Arcane Divine Instrument

POWERS

On a local non-combat check (☐ or another local character's combat check), you may recharge a card to add 1d4 (☐ 1d6).

At the end of your turn, you may discard (☐ or recharge) a card to recharge (☐ or to shuffle into your deck) a card from your discards.

- ☐ At the start of your turn, you may draw a card (☐ or 2 cards).
- ☐ On your (☐ or a local) check, after the roll, you may bury a card from your discards to add 1d4.
- ☐ Before a local character discards cards as damage, you may discard a spell or a blessing to heal that character 2 (☐ 1d4+1) cards.

LINI

GNOME
DRUID

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

HAND SIZE 5 ☐ 6

PROFICIENCIES

Divine

POWERS

For your combat check, you may bury (☐ or discard) a card or recharge an Animal ally to use Survival + 1d4 plus the card's level and add the Animal and Melee traits.

When you would recharge an Animal ally for its power (☐ or for your character power), you may shuffle it into your deck instead.

- ☐ On a local check that invokes the Animal trait, add 1d4.

DECK LIST	FAVORED CARD: ANIMAL ALLY		
WEAPON	1	<input type="checkbox"/>	2
SPELL	5	<input type="checkbox"/>	6 <input type="checkbox"/> 7
ARMOR	1	<input type="checkbox"/>	2
ITEM	1	<input type="checkbox"/>	2 <input type="checkbox"/> 3
ALLY	5	<input type="checkbox"/>	6 <input type="checkbox"/> 7
BLESSING	2	<input type="checkbox"/>	3 <input type="checkbox"/> 4

Lini is a friend to all the savage beasts of the forest, soothing their hungers and redirecting their baser instincts. With her snow leopard Droogami nearby, she collects sticks from every forest she has visited, a wooden road map of her travels; should she settle down, they may become a house.



ROLES

WILD WHISPERER

Everything talks, if you know its language.

HAND SIZE 5 ☐ 6 ☐ 7 ☐ 8

PROFICIENCIES

Divine

POWERS

For your combat check, you may bury (☐ or discard) a card or recharge an Animal ally to use Survival + 1d4 (☐ 1d6) plus the card's level and add the Animal and Melee traits.

When you would recharge an Animal ally for its power (☐ or for your character power), you may shuffle it into your deck instead.

- ☐ On a local check that invokes the Animal trait, add 1d4 (☐ 1d6).
- ☐ You may recharge a card to roll d10 instead of your normal Strength, Dexterity, or Constitution die.
- ☐ You may discard a spell or a blessing to heal an Animal ally (☐ then you may draw a card).
- ☐ Gain the skills Acrobatics: Dexterity +2 and Fortitude: Constitution +2.

WORLD WALKER

The world is her cloister.

HAND SIZE 5 ☐ 6 ☐ 7

PROFICIENCIES

Divine

POWERS

For your combat check, you may bury (☐ or discard) a card or recharge an Animal ally to use Survival + 1d4 plus the card's level and add the Animal and Melee traits.

When you would recharge an Animal ally for its power (☐ or for your character power), you may shuffle it into your deck instead.

- ☐ On a local check (☐ at a Wild location or) that invokes the Animal trait, add 1d4.
- ☐ When you suffer Poison (☐ or Cold or Fire) (☐ or Acid or Electricity) damage, reduce it by 2.
- ☐ You may recharge an Animal or Plant boon to remove a scourge from a local character.
- ☐ At the end of your turn, you may move. (☐ Then you may recharge any number of cards.)



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MERISIEL

ELF
ROGUE

SKILLS	
STRENGTH	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2
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
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3

HAND SIZE 5 ☐ ☐ 6

PROFICIENCIES

Weapon

POWERS

When you encounter a card, if you are the only local character (☐ or it is not your turn), you may evade it.

When you would recharge or discard a Knife weapon for its power, you may reload it instead.

On your combat check (☐ or on a local check to acquire), you may discard (☐ or recharge) a card to add 1d6.

DECK LIST		FAVORED CARD: ITEM OR KNIFE WEAPON	
WEAPON	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
SPELL	0 <input type="checkbox"/> 1		
ARMOR	1 <input type="checkbox"/> 2		
ITEM	4 <input type="checkbox"/> 5 <input type="checkbox"/> 6		
ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
BLESSING	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		

Merisiel is an adventurous rogue who lets no one limit her experience. She has enough knives to eliminate any number of small problems, choosing when and where to tackle the big ones. She has a simple mantra: If you have a thing she needs, she has a thing she needs.



ROLES

LIBERATOR

Might as well just leave the front door open.

HAND SIZE 5 ☐ 6 ☐ 7

PROFICIENCIES

Weapon

POWERS

When you encounter a card, if you are the only local character (☐ or it is not your turn), you may evade it.

When you would recharge or discard a Knife weapon for its power, you may reload it instead.

On your combat check (☐ or on a local check to acquire), you may discard (☐ or recharge) a card to add 1d6.

- ☐ On your non-combat (☐ or combat) check at an Urban location, add 1d4.
- ☐ On your check to acquire, if you are the only local character, you may reroll a die.
- ☐ When you acquire a boon, you may bury (☐ or discard) it to explore.
- ☐ When another local character fails to acquire a boon, you may bury (☐ or recharge) a card to encounter it.

WAYLAYER

Watch your back... get stabbed in the front.

HAND SIZE 5 ☐ 6 ☐ 7

PROFICIENCIES

Weapon

POWERS

When you encounter a card, if you are the only local character (☐ or it is not your turn), you may evade it. (☐ If you do, you may reload it into its location instead of shuffling it.)

When you would recharge or discard a Knife weapon for its power, you may reload it instead.

On your combat check (☐ or on a local check to acquire) (☐ or a local Acrobatics, Disable, or Stealth check), you may discard (☐ or recharge) a card to add 1d6 (☐ 1d8).

- ☐ When you encounter a bane, you may recharge a card to ignore the bane's before acting powers.
- ☐ On your combat (☐ or non-combat) check at an Underground location, add 1d4.
- ☐ After you explore, you may examine the top card of your location.



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SAJAN

HUMAN
MONK

SKILLS	
STRENGTH	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
MELEE: STRENGTH +1	
DEXTERITY	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
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
PERCEPTION: WISDOM +1	
CHARISMA	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2

HAND SIZE 5 ☐ 6

POWERS

For your combat check, you may recharge a card to use Acrobatics or Melee +1d6 (☐ 1d10 and add the Magic trait) plus the card's level and add the Bludgeoning and Melee traits.

On your combat or Acrobatics check, you may freely play 1 blessing (☐ or 2 blessings).

When you play a blessing on your check, you may recharge it instead of discarding it.

When you suffer Combat (☐ or any) damage, reduce it by 1.

DECK LIST		FAVORED CARD: BLESSING	
WEAPON	2 <input type="checkbox"/> 3		
SPELL	0 <input type="checkbox"/> 1 <input type="checkbox"/> 2		
ARMOR	0		
ITEM	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
ALLY	3 <input type="checkbox"/> 4 <input type="checkbox"/> 5		
BLESSING	7 <input type="checkbox"/> 8 <input type="checkbox"/> 9 <input type="checkbox"/> 10		

A member of a disciplined caste of warriors in the service of the knowledge god Irori, Sajan scours the world for his kidnapped sister Sajini, whose martial arts prowess matches his own. He is as comfortable with a tatami mat as a temple sword, or his fists that move with lightning speed.



ROLES

EXILED PADAPRAJNA

The goddess Suyuddha teaches anyone who will listen, whether by word or fist.

HAND SIZE 5 ☐ 6 ☐ 7

POWERS

For your combat check, you may recharge a card to use Acrobatics or Melee +1d6 (☐ 1d10 and add the Magic trait) plus the card's level and add the Bludgeoning and Melee traits.

On your combat or Acrobatics check, you may freely play 1 blessing (☐ or 2 blessings).

When you play a blessing on your check, you may recharge it instead of discarding it. (☐ A local character may do so on your check.)

When you suffer (☐ or a local character suffers) Combat (☐ or any) damage, reduce it by 1. (☐ Before you discard cards as damage, you may reload up to 2 cards.)

- ☐ Gain the skill Melee: Strength +3 and you are proficient with Melee weapons.
- ☐ Gain the skill Ranged: Dexterity +3 and you are proficient with Ranged weapons.
- ☐ On your check, you may recharge an item (☐ or a boon) to reroll a die.

IRORAN DEDICANT

Knowing yourself means first knowing everything else.

HAND SIZE 5 ☐ 6 ☐ 7 ☐ 8

POWERS

For your combat check, you may recharge a card to use Acrobatics or Melee +1d6 (☐ 1d10 and add the Magic trait) plus the card's level (☐ +1d4) and add the Bludgeoning and Melee traits.

On your combat or Acrobatics check, you may freely play 1 blessing (☐ or 2 blessings).

When you play a blessing on your check, you may recharge it instead of discarding it. (☐ If it is an Irori blessing, you may shuffle it into your deck instead.)

When you suffer Combat (☐ or any) damage, reduce it by 1.

- ☐ On your check, if 2 or more of your dice show the same number, add 3.
- ☐ On your check, you may reroll 1s (☐ and 2s).
- ☐ When you gain a skill feat or card feat, you may additionally erase a feat of that type to gain another feat of that type.



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SEELAH

HUMAN
PALADIN

SKILLS	
STRENGTH	d10 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
MELEE: STRENGTH +2	
DEXTERITY	d6 <input type="checkbox"/> +1
CONSTITUTION	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2
FORTITUDE: CONSTITUTION +1	
INTELLIGENCE	d4 <input type="checkbox"/> +1 <input type="checkbox"/> +2
WISDOM	d6 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
CHARISMA	d8 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4
DIVINE: CHARISMA +0	
DIPLOMACY: CHARISMA +2	

HAND SIZE 4 ☐ 5

PROFICIENCIES

Armor Divine Weapon

POWERS

When you attempt a check before acting, you may use Divine instead of any listed skill.

On a local check, you may discard an armor or the top card of your deck to add 1d4 (☐ 1d6) and the Magic trait. (☐ If you would discard an armor or a blessing for this power, you may recharge it instead.) (☐ You may also do so if you would discard a spell for this power.)

DECK LIST	FAVORED CARD: WEAPON OR ARMOR			
WEAPON	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	
SPELL	2	<input type="checkbox"/> 3		
ARMOR	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	
ITEM	1	<input type="checkbox"/> 2		
ALLY	2	<input type="checkbox"/> 3		
BLESSING	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6	<input type="checkbox"/> 7

Few would believe this tower of might and resolve was once a thieving urchin. The young Seelah was taken in by a cathedral of paladins and has become a devotee of the honor goddess Iomedae. She has left the streets behind, but she'll never lose sight of the downtrodden.



ROLES

HONOR SHIELD

People are defined not by the help they need but by the help they get.

HAND SIZE 4 ☐ 5 ☐ 6

PROFICIENCIES

Armor Divine Weapon

POWERS

When you attempt a check before acting (☐ or a non-combat check against a monster), you may use Divine instead of any listed skill.

On a local check, you may discard an armor or the top card of your deck to add 1d4 (☐ 1d6) and the Magic trait. (☐ If you would discard an armor or a blessing for this power, you may recharge it instead.) (☐ You may also do so if you would discard a spell for this power.)

- ☐ When you encounter a boon, you may reveal a Shield armor to evade it (☐ and you may reload it into its location instead of shuffling it).
- ☐ On your (☐ or a local) non-combat check against a bane, you may recharge a weapon or a Shield armor to bless the check by the deity Iomedae.
- ☐ When a local character would suffer a scourge (☐ or damage), you may recharge a card or reveal a Shield armor to suffer it instead.

JUSTICE WARRIOR

Justice delayed is justice denied.

HAND SIZE 4 ☐ 5 ☐ 6

PROFICIENCIES

Armor Divine Weapon

POWERS

When you attempt a check before acting, you may use Divine instead of any listed skill.

On a local check, you may discard an armor or the top card of your deck to add 1d4 (☐ 1d6) (☐ 1d8) and the Magic trait. (☐ If you would discard an armor or a blessing for this power, you may recharge it instead.) (☐ You may also do so if you would discard a spell for this power.)

- ☐ On your check against an Aberration, Outsider, or Undead bane, (☐ add 1d8 and) when you would discard a weapon or an armor for its power, you may recharge it instead.
- ☐ On your (☐ or a local) check against a bane, you may discard a weapon or armor to bless the check by the deity Iomedae.
- ☐ You may avenge by recharging an armor or a spell (☐ or revealing a weapon); on your checks this encounter, you may add 1d4 and the Fire trait.



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SEONI

HUMAN
SORCERER

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

HAND SIZE 6 ☐ 7

PROFICIENCIES

Arcane

POWERS

For your combat check, you may discard a card (☐ or recharge a spell) to use Arcane + 2d4 plus the card's level and add the Attack, Force, and Magic traits. This counts as playing an Arcane spell.

On your check to recharge an Arcane spell (☐ or an Arcane item), you automatically succeed. (☐ You may instead shuffle it into your deck.)

DECK LIST		FAVORED CARD: SPELL			
WEAPON	1	<input type="checkbox"/>	2		
SPELL	5	<input type="checkbox"/>	6	<input type="checkbox"/>	7 <input type="checkbox"/> 8
ARMOR	0				
ITEM	2	<input type="checkbox"/>	3	<input type="checkbox"/>	4
ALLY	4	<input type="checkbox"/>	5	<input type="checkbox"/>	6
BLESSING	3	<input type="checkbox"/>	4	<input type="checkbox"/>	5

Seoni is a young, natural-born leader, bringing the wisdom of her tribe of nomads to the rest of Golarion. Each of her dozens of tattoos tells a story of her people, many of which are punctuated by the blasts of fire she can summon at a thought. She is youthful, but she knows more than most.



ROLES

CELESTIAL RUNECASTER

They cover themselves in tattoos to harness their power. These cannot be hidden.

HAND SIZE 6 ☐ 7 ☐ 8

PROFICIENCIES

Arcane

POWERS

For your combat check, you may discard a card (☐ or recharge a spell) to use Arcane + 2d4 (☐ 2d6) plus the card's level and add the Attack, Force (☐ or Divine), and Magic traits. This counts as playing an Arcane spell.

On your check to recharge an Arcane spell (☐ or an Arcane item), you automatically succeed. (☐ You may instead shuffle it into your deck.)

- ☐ On your blessed check or your check at a Sacred location, you may reroll a die.
- ☐ When you suffer Acid or Cold (☐ or Electricity or Fire) damage, reduce it by 1.
- ☐ At the end of your turn, you may (☐ examine the top card of any location, then may) move.

DREAMWEAVER

Nightmares can be woven too.

HAND SIZE 6 ☐ 7 ☐ 8

PROFICIENCIES

Arcane

POWERS

For your combat check, you may discard a card (☐ or recharge a spell) to use Arcane + 2d4 plus the card's level and add the Attack, Force, and Magic traits. This counts as playing an Arcane spell.

On your check to recharge an Arcane spell (☐ or an Arcane item), you automatically succeed. (☐ You may instead shuffle it into your deck.)

- ☐ At the start of your turn, you may draw up to 2 (☐ 3) cards; if you do, recharge that many cards.
- ☐ Gain the skill Perception: Intelligence + 2. On a local check against a barrier, you may recharge a spell (☐ or boon) to add 1d4.
- ☐ After your exploration, you may recharge the top 2 cards of your deck (☐ then another local character may recharge the top 2 cards of their deck).
- ☐ After your location is shuffled, you may examine its top card.



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VALEROS

HUMAN
FIGHTER

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

HAND SIZE 4 ☐ 5

PROFICIENCIES
Armor Weapon

POWERS

On a local combat (☐ or your Diplomacy) check, you may reload or recharge a weapon or an armor to add 1d4 (☐ 1d6).

At the end of your turn, you may recharge a weapon or an armor from your hand or discards.

You may avenge by discarding (☐ or recharging) a card.

DECK LIST	FAVORED CARD: SWORD WEAPON				
WEAPON	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	
SPELL	0				
ARMOR	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5		
ITEM	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4		
ALLY	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5		
BLESSING	3	<input type="checkbox"/> 4			

The mercenary life comes with many gray conflicts, so Valeros abandoned his company to help those in need. His sword and shield are always at the ready, though one hand might be holding a full tankard dedicated to the drunkard god Cayden Cailean. It won't be full for long.



ROLES

COMPATRIOT

"Sword and board" often leads to "room and board."

HAND SIZE 4 ☐ 5 ☐ 6

PROFICIENCIES
Armor Weapon

POWERS

On a local combat (☐ or your Diplomacy) check, you may reload or recharge a weapon or an armor (☐ or an ally) to add 1d4 (☐ 1d6) (☐ 1d8).

At the end of your turn, you may recharge a weapon or an armor (☐ or an ally) from your hand or discards.

You may avenge by discarding (☐ or recharging) a card.

- ☐ When you would recharge or discard a Shield armor for its power, you may reveal it instead. (☐ When a local character suffers damage, you may recharge a Shield armor to reduce it by 2.)
- ☐ When another local character would acquire an ally, you may acquire it instead. (☐ When a local character fails to acquire an ally, you may bury a card to draw it.)

DRUNKEN AVENGER

A good tavern always has cheap alcohol, friendly staff, and easily replaced furniture.

HAND SIZE 4 ☐ 5 ☐ 6

PROFICIENCIES
Armor Weapon

POWERS

On a local combat (☐ or your Diplomacy) (☐ or your Strength or Constitution) check, you may reload or recharge a weapon or an armor (☐ or a Liquid boon) to add 1d4 (☐ 1d6).

At the end of your turn, you may recharge a weapon or an armor (☐ or a Liquid boon) from your hand or discards.

You may avenge by discarding (☐ or recharging) (☐ or revealing) a card. (☐ You may do the same to reduce damage you suffer during that encounter by 3.)

- ☐ When you move during your move step, you may move to a random other location; if you do, heal a card, then draw a card.
- ☐ You are proficient with Liquids. On your checks to acquire or recharge Liquid boons, add 1d12.



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