

HAKON

HUMAN
SKALD

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

HAND SIZE 4 ☐ 5

PROFICIENCIES

Arcane Divine Instrument Weapon

POWERS

At the start of your turn, you may exchange a card with a card of the same type from your discards.

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

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

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

If the campfire demands a story of the huscarl Hrolf Harfargr, slayer of the sea dragon Kelizar, the Ulfen storyteller Hakon shall deliver the grandest tale. With the legends of his tribe sewn into his cloak, he brings rage and romance wherever he roams.



ROLES

HERALD OF THE HARROW

Beware the man with the red tongue. He speaks, and blood flows.

HAND SIZE 4 ☐ 5 ☐ 6

PROFICIENCIES

Arcane Divine Instrument Weapon

POWERS

At the start of your turn, you may exchange a card with a card of the same type (☐ or a spell or a blessing) from your discards.

On a local Strength check (☐ or a local check against a monster), you may bury a card from your hand (☐ or discards) to add your Diplomacy. (☐ If the card's check to acquire lists the skill that matches the adventure's harrow suit, after the check, a local character may heal a card.)

- ☐ At the end of your turn, you may move; any local characters may move with you (☐ and other characters that move may draw a card).
- ☐ On a local check that has a trait matching the adventure's harrow suit (☐ or a local check against a story bane), add 1d4.
- ☐ Gain the skills Arcane: Charisma +1 and Divine: Charisma +1. (☐ Add 1d6 to your checks to acquire blessings and recharge spells.)

HERALD OF THE HORN

When you hear the horn, come running.

HAND SIZE 4 ☐ 5

PROFICIENCIES

Arcane Divine Instrument Weapon

POWERS

At the start of your turn, you may exchange a card with a card of the same type (☐ or a weapon or an Instrument card) from your discards.

On a local Strength check (☐ or a local check against a monster), you may bury a card from your hand (☐ or discards) (☐ or recharge an Instrument card) to add your Diplomacy. (☐ If the card is a weapon or an Instrument card, after the check, a local character may heal a card.)

- ☐ At the end of your turn, you may move; any local (☐ or distant) characters may move with you.
- ☐ Reduce damage you suffer by 1 (☐ 2).
- ☐ When you would suffer a scourge, you may roll d12; on a result greater than or equal to 7 (☐ 5), do not suffer the scourge.



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KESS

HUMAN
BRAWLER

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

HAND SIZE 5 ☐ 6

POWERS

For your combat check, you may use Melee + 1d8 (☐ or Melee + 1d12 and add the Magic trait).

On your check against a monster on which you do not play a weapon or a spell, you may recharge an ally to add 1d4 plus that card's level.

When you discard or bury a card as damage, it counts as up to 2 (☐ 3) cards.

When you defeat a monster, you may heal a card (☐ or an ally).

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

This Taldan aristocrat was raised Lady Kessilandrie Anicia Vlastos, but the thousands of fans that fill the arenas shout her true name: Kess the Bull. She is a torrent of improvised weapons and practiced stratagems, all in service of the cheering throng.



ROLES

BOUNCER

You don't have to go home, but you can't stay here.

HAND SIZE 5 ☐ 6 ☐ 7

POWERS

For your combat check, you may use Melee + 1d8 (☐ or Melee + 1d12 and add the Magic trait).

On your check against a monster on which you do not play a weapon or a spell, you may recharge an ally to add 1d4 (☐ 1d8) plus that card's level.

When you discard or bury a card as damage, it counts as up to 2 (☐ 3) (☐ or its level) cards.

When you defeat a monster (☐ or an Obstacle or Skirmish barrier), you may heal a card (☐ or an ally).

☐ When you encounter a weapon or a spell from a location, you may recharge a blessing or an ally to evade (☐ and put the evaded card under the top card of its location) and explore again.

☐ On your combat or Diplomacy check, you (☐ or any character) may freely play blessings.

BRUISER

Let her introduce you to a couple of her friends.

HAND SIZE 5 ☐ 6 ☐ 7

POWERS

For your combat check, you may use Melee + 1d8 (☐ or Melee + 1d12 and add the Magic trait).

On your check (☐ or another local character's combat check) against a monster on which you do not play a weapon or a spell, you may recharge an ally (☐ or an armor or an item) to add 1d4 plus that card's level.

When you discard or bury a card as damage, it counts as up to 2 (☐ 3) cards.

When you defeat a monster (☐ or acquire an ally or a blessing), you may heal a card (☐ or an ally).

☐ When you bless a local (☐ or any) combat or Diplomacy check, add 1d12 instead of the normal die.

☐ When you would fail a combat (☐ or Diplomacy) check, you may bury a random card to add 1d8.



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QUINN

HUMAN
INVESTIGATOR

SKILLS	
STRENGTH	d6 □+1
DEXTERITY	d6 □+1 □+2
CONSTITUTION	d6 □+1
INTELLIGENCE	d10 □+1 □+2 □+3 □+4
DISABLE: INTELLIGENCE +1	
KNOWLEDGE: INTELLIGENCE +2	
WISDOM	d8 □+1 □+2 □+3 □+4
PERCEPTION: WISDOM +2	
CHARISMA	d6 □+1 □+2 □+3
DIPLOMACY: CHARISMA +2	

HAND SIZE 6 □ 7

POWERS

For your check that invokes Finesse, you may recharge (□ or reload) a card to use Knowledge instead of Acrobatics or Stealth, and add the card's level.

On a local check against a barrier, you may bury an item to add your Perception.

At the end (□ or start) of your turn, you may examine the top card of your location.

- You are proficient with Alchemical. On your check to recharge an Alchemical item whose level is lower than ∞ , you automatically succeed.

DECK LIST		FAVORED CARD: ITEM			
WEAPON	2	□ 3	□ 4		
SPELL	0	□ 1			
ARMOR	1	□ 2			
ITEM	6	□ 7	□ 8	□ 9	
ALLY	3	□ 4	□ 5		
BLESSING	3	□ 4			

Those seeking the justice of law seek out Quinn. He brings reason and insight to all he investigates, rarely missing a clue or a untruth lain in his path. He needs only three things to change the world: a quick wit, a righteous heart, and a stylish coat.



ROLES

EMPIRICIST

If you can't see it, don't believe it.

HAND SIZE 6 □ 7 □ 8

POWERS

For your check that invokes Finesse, you may recharge (□ or reload) a card to use Knowledge instead of Acrobatics or Stealth, and add the card's level. (□ If you are the only local character, you may add another 1d6.)

On a local check against a barrier, you may bury an item (□ or a boon) to add your Perception.

At the end (□ or start) of your turn, you may examine the top card of your location. (□ You may recharge a card to ignore powers that would happen when you examine it.)

- You are proficient with Alchemical. On your check to recharge an Alchemical item whose level is lower than ∞ , you automatically succeed.
- On your Diplomacy, Disable, or Perception non-combat check (□ or your check before acting), add 1d4.
- When you defeat a barrier, you may heal a card (□ or a weapon or an item).

EPICUREAN

In his presence, you can trust your own judgment, or you can be right. One or the other.

HAND SIZE 6 □ 7 □ 8 □ 9

POWERS

For your check that invokes Finesse, you may recharge (□ or reload) a card to use Knowledge instead of Acrobatics or Stealth, and add the card's level.

On a local check against a barrier (□ or story bane), you may bury an item to add your Perception. (□ If the character fails and the buried item was Alchemical, you may put it in your recovery pile.)

At the end (□ or start) of your turn, you may examine the top card of your location. (□ Then you may reveal an Alchemical boon to shuffle it.)

- You are proficient with Alchemical. On your check to recharge an Alchemical item whose level is lower than ∞ , you automatically succeed.
- When another local character would banish an Alchemical item for its power, you may recharge (□ or reveal) an Alchemical boon to put the other character's item in your recovery pile instead.
- You are proficient with Arcane and Divine. When rebuilding, you may treat spells as items.



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VARIAN

HALF-ELF
WIZARD

SKILLS	
STRENGTH	d6 □+1
DEXTERITY	d8 □+1 □+2 □+3 □+4
ACROBATICS: DEXTERITY +1	
CONSTITUTION	d4 □+1
INTELLIGENCE	d12 □+1 □+2 □+3 □+4
ARCANE: INTELLIGENCE +2	
KNOWLEDGE: INTELLIGENCE +2	
WISDOM	d6 □+1 □+2 □+3
PERCEPTION: WISDOM +1	
CHARISMA	d6 □+1 □+2

HAND SIZE 6 □ 7

PROFICIENCIES

Arcane Sword

POWERS

On your check to recharge a spell, you automatically fail.

Before you reset, you may recharge an Arcane spell (□ or 2 Arcane spells) from your discards.

On a local check at an Urban location, you may recharge a card to add 1d4 (□+1).

- At the start of your turn, you may draw up to 2 cards, then recharge that number of cards.

DECK LIST	FAVORED CARD: WEAPON OR SPELL	
	COHORT: RADOVAN	
WEAPON	1	□ 2
SPELL	5	□ 6 □ 7 □ 8
ARMOR	0	□ 1
ITEM	3	□ 4 □ 5
ALLY	3	□ 4 □ 5
BLESSING	3	□ 4

A wizard beset by an inability to memorize spells, Varian serves as a soldier, spy, or ambassador for the nobles of Galt. The Infernal House of Throne often calls upon Count Jeggare, though he often sends his bodyguard Radovan to heed their call.



ROLES

ACADAMAE GRADUATE

Death comes for the ill-educated.

HAND SIZE 6 □ 7 □ 8 □ 9

PROFICIENCIES

Arcane Sword

POWERS

On your check to recharge a spell, you automatically fail.

Before you reset, you may recharge an Arcane spell (□ or 2 Arcane spells) from your discards.

On a local check at an Urban location, you may recharge a card to add 1d4 (□+1).

(□ If it is an Arcane card, add its level, and you may add each of its traits.)

- At the start of your turn, you may draw up to 2 cards, then recharge that number of cards (□ or you may reload that number of cards instead).
- On your check that has a trait matching the adventure's harrow suit, you may recharge (□ or reload) a spell or a Harrow boon to use Arcane instead of the normal skill.
- You may bury a spell or a Harrow boon from your hand or discards to reload or recharge (□ or draw) an Arcane spell from your discard pile.

SCION OF CHELIAX

He knows people in high places. And in low places. Basically every place.

HAND SIZE 6 □ 7 □ 8

PROFICIENCIES

Arcane Sword

POWERS

On your check to recharge a spell, you automatically fail.

Before you reset, you may recharge an Arcane spell (□ or 2 Arcane spells) (□ or an ally that lists Diplomacy in its check to acquire) from your discards.

On a local check at an Urban location, you may recharge a card to add 1d4 (□+1). (□ If the card you recharge is a Diplomacy or Finesse card, add its level.)

- At the start of your turn, you may draw up to 2 (□+2) cards, then recharge that number of cards.
- On your check to acquire a Finesse or Magic boon (□ or on your check that invokes Finesse or Poison), add 1d4.
- On another character's check (□ or your check), when you play an ally that would add 1 or more dice, you may add 1d12 instead of the normal dice.



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BLACKJACK

POWERS

This role card adds to your existing character card's proficiencies, hand size, and powers rather than replacing them. When you gain a power feat, you may choose it from either your character or role card.

ROLE

HERO OF KORVOSA

Heroes die. Legends live forever.

HAND SIZE ☐ +1 ☐ +2

PROFICIENCIES

Weapon

POWERS

You may add Blackjack cards to your deck list in addition to your other cards.

After drawing your starting hand, draw 3 additional cards, then set aside 3 cards; these cards are your kit. At the start of your turn, you may exchange a card in your hand with a card in your kit.

- ☐ When you would recharge, shuffle, discard, or bury a boon for your character or role power, you may reload a Blackjack boon instead.
- ☐ On your Acrobatics or Stealth check, you may discard a card to reroll 1 die (☐ or 2 dice).
- ☐ When another local character would encounter a monster (☐ or an Obstacle, Skirmish, or Trap barrier), you may discard a card to encounter it instead (☐ and add 1d6 to your checks against it).
- ☐ You may avenge an encounter with a bane at any location by discarding a card. If it is distant, move to that location first.
- ☐ Gain the skills Acrobatics: Dexterity +3, Stealth: Dexterity +3, and Diplomacy: Charisma +3.



RALLIED SUPPORTERS

When you rally a supporter, check it off.

LEVEL 0

☐ Cressida Kroft

LEVEL 1

☐ Amin Jalento

☐ Thousand Bones

☐ Trinia Sabor

☐ Vencarlo Orisini

LEVEL 2

☐ Ishani Dhatri

☐ Keppira D'Bear

LEVEL 3

☐ Laori Vaus

☐ Neolandus Kalepopolis

LEVEL 4

☐ Krojun Eats-What-He-Kills

☐ Truthspeaker Akram

LEVEL 5

☐ Shadowcount Sial

LEVEL 6

☐ Guildmaster Boule

☐ Marcus Endrin

☐ Sabina Merrin

SUPPORTERS

CRESSIDA KROFT

HUMAN
SOLDIER

It breaks my heart to see Korvosa tear itself apart. Heroes of your caliber are exactly what we need now.

POWERS

Display. While displayed:

- You may bury to draw a new weapon or armor.
- ☐ You may bury to draw a new Attack spell or Healing spell.

AMIN JALENTO

HUMAN
ARISTOCRAT

The Academy used to be a safe place! What are these times we live in?

POWERS

Display. While displayed:

- On any check to acquire, you may bury to add 1d6.
- ☐ You may bury to draw 2 new items, then banish 1 of them.

THOUSAND BONES

HUMAN
SHAMAN
RESPECT

Our ways are not as yours. If our spirits cannot go into the fire, they cannot rise.

POWERS

Display. While displayed:

- You may bury to heal a character 1d4+1 cards.
- ☐ You may bury and spend 1 hero point to let a dead character return from death; they heal 10 cards from their bury pile and reset.


TRINIA SABOR

HUMAN
BARD
VETERAN

It's not about me. If the people in power can call an artist a murderer, they can call anyone anything.

POWERS

Display. While displayed:

- On any non-combat check, you may bury to add 1d4+ .
- ☐ You may bury to heal a character a card and/or remove a scourge from them.

VENCARLO ORISINI

HUMAN
EXPERT

It's quite the delight to see you. Even the roughest of men need saving these days.

POWERS

Display. While displayed:

- On any combat check, after the roll, you may bury to add 1d6.
- ☐ On any combat check, you may bury to reroll.

ISHANI DHATRI

HUMAN
CLERIC

Even the Bank of Abadar does not contain enough treasures to beat back a plague.

POWERS

Display. While displayed:

- You may bury to heal each local character a card.
- You may bury to remove a scourge from each local character.
- ☐ You may bury to draw a new blessing.

KEPPIRA D'BEAR

HUMAN
CLERIC

An opportunity to strike at our enemies presents itself. The Red Mantis and Gray Maidens will fall!

POWERS

Display. While displayed:

- On all checks against Undead banes, add 1d4.
- ☐ You may bury and spend 1 hero point to heal each character 1d4+1 cards and/or remove a scourge from them.

SUPPORTERS (CONTINUED)

LAORI VAUS

ELF
CLERIC

The Brotherhood of Bones bathes Korvosa in blood and darkness! But always with a smile!

POWERS

Display. While displayed:

- After you discard cards as damage, you may draw a card.
- ☐ When you would fail your combat check, you may bury to add 1d8.

NEOLANDUS KALEPOPOLIS

HUMAN
ARISTOCRAT

If Castle Korvosa falls, then we must flee the city... if there still be a city to flee!

POWERS

Display. While displayed:

- You may bury to draw a new ally that lists Diplomacy in its check to acquire.
- ☐ On your check against a story bane, you may bury an ally to add 1d6.

KROJUN EATS-WHAT-HE-KILLS

HUMAN
BARBARIAN
RESPECT

The guests of the Skoan-Quah must be brave to come this far. You wouldn't mind if I tested you, though?

POWERS

Display. While displayed:

- On any Strength check or any check against a monster, you may bury to add 1d10.
- ☐ When you defeat a monster, you may bury to heal 1d4+2 cards, then draw 2 cards.

TRUTHSPEAKER AKRAM

HUMAN
SKALD
RESPECT

Gather around me, young and old, and I will tell you of the bravery of our warriors.

POWERS

Display. While displayed:

- You may bury to examine all cards in a location, then shuffle the location.
- ☐ On any non-combat check or any check on which you played a Respect card, you may bury to reroll.

SHADOWCOUNT SIAL

HUMAN
SUMMONER

Your petty squabbles do not interest the Brotherhood of Bones. After all, you will be dead soon enough.

POWERS

Display. While displayed:

- When a character encounters a summoned bane, you may bury to let that character evade it.
- ☐ On your checks against Outsider banes, add 1d4.

GRANDMASTER BOULE

HUMAN
ROGUE

My guild contains experts of all backgrounds and skills. To dub them all 'thieves' reduces them to a mere stereotype.

POWERS

Display. While displayed:

- You may bury to examine the top card of a location; if it is a boon, draw it.
- ☐ On your check to acquire, you may bury a card to add 1d10.

MARCUS ENDRIN

HUMAN
RANGER

What happens to me is of no concern. Ileosa must pay for what she has done to Korvosa.

POWERS

Display. While displayed:

- You may bury to move any number of characters.
- ☐ On any combat check at a non-Underground location, you may bury to add 2d8.

SABINA MERRIN

HUMAN
FIGHTER
GRAY MAIDEN

I have been blinded by a love of order and devotion to my queen. But no longer. I care only for the people now.

POWERS

Display. While displayed:

- On your checks against Gray Maiden cards, add 1d4.
- ☐ When a character suffers damage, you may bury to reduce it to 0.