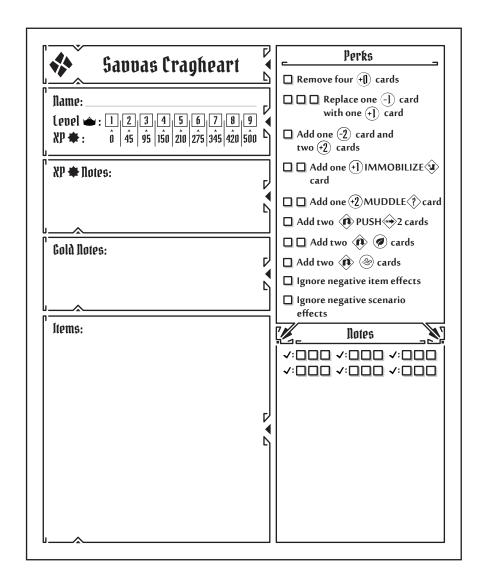
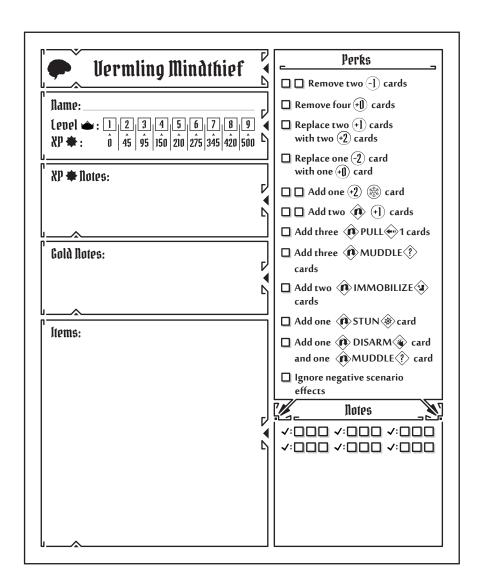


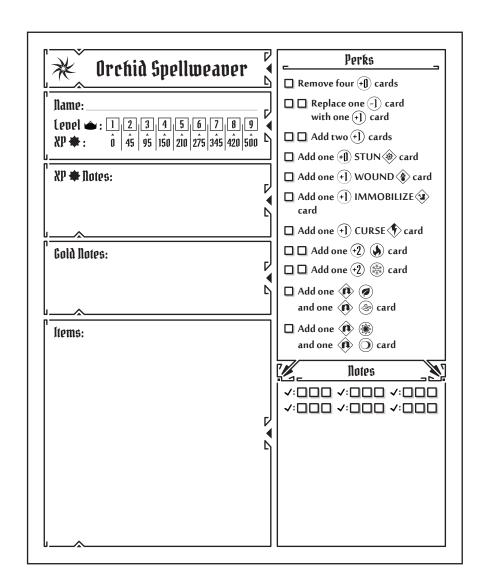
السري	x Brute		Perks
7110	N DI UIE	<u>2</u>	☐ Remove two (-1) cards
Name:			Replace one -1 card
Level : 1 2 3	4 5 6 7 8 9	4	with one $(+1)$ card Add two $(+1)$ cards
XP ★ : 0 45 95	150 210 275 345 420 500	٩	Add one (+3) card
XP ♣ Notes:			Add three PUSH •1
		•	Add two PIERCE 3 card
			☐ ☐ Add one ♠ STUN � card
Gold Notes:		\neg	☐ Add one ♠ DISARM ♠ card
		7	and one MUDDLE ? card
		٩	Add one ADD TARGET © card
		╣	Add one (+1) Shield 1, Self ca
Items:			☐ Ignore negative item effects and add one ← card
			Notes
			√:□□□ √:□□□
			<:000 <:000 <:000
		4	



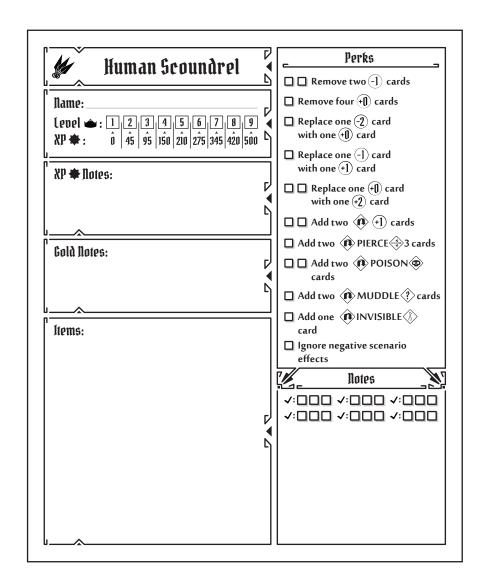
	Savvas Cragheart	7	Perks
<u>**</u>	Juovua Crugneuri		☐ Remove four (+1) cards
Name:_		_]	Replace one (-1) card
Level ¥ XP ★:	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	4	with one (+1) card Add one (-2) card and
NF 🕶 :	U 45 55 150 210 275 545 420 500		two (+2) cards
ת 🗢 קא	otes:		Add one 🗐 IMMOBILIZE
		•	☐☐ Add one +2 MUDDLE •
			☐ Add two ♠ PUSH♠2 card
Gold No	tes:	$\overline{}$	□ □ Add two ♠ ⊘ cards
		7	☐ Add two 🚯 🅞 cards
		4	☐ Ignore negative item effects
^		╛	Ignore negative scenario effects
Items:			Motes
			√:□□□ √:□□ √:□□
			√: □□□ √: □□□ √: □□
		7	
		4	
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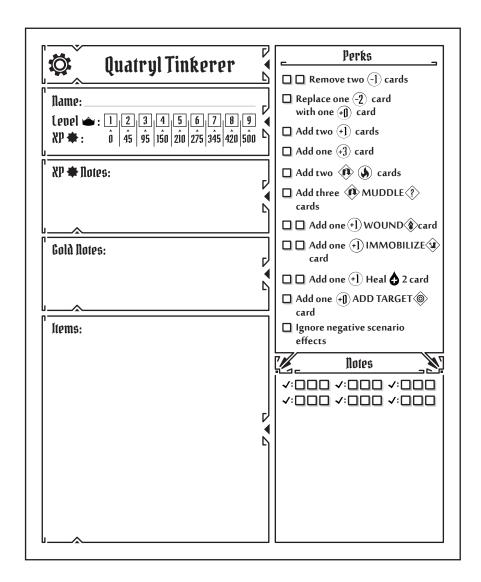
🎤 Vermling Mindthief 🟅	Perks
ber ming minumer	☐ ☐ Remove two (-1) cards
Name:	Remove four +D cards
Level →: 1 2 3 4 5 6 7 8 9 XP →: 0 45 95 150 210 275 345 420 500	Replace two (+1) cards with two (+2) cards
XP ♣ Notes:	Replace one (-2) card with one (+1) card
D	□□ Add one +2
4	□□ Add two ♠ +1 cards
	☐ Add three ♠ PULL ♠ 1 card
Gold Notes:	Add three MUDDLE ?
	Add two (1) IMMOBILIZE (1) cards
Ttame .	☐ Add one ♠ STUN � card
Items:	Add one (n) DISARM(s) care and one (n) MUDDLE(?) car
	☐ Ignore negative scenario effects
_	[V Notes
4	4:000 4:000 4:000 4:000 4:000 4:000
_	



🤾 Orchid Spellweaver 🖁	Perks
or cuia spenweaver	Remove four +D cards
Name:	Replace one (-1) card with one (+1) card
Level →: 1 2 3 4 5 6 7 8 9 XP →: 0 45 95 150 20 275 345 420 500 5	Add two (+1) cards
	☐ Add one ⊕ STUN � card
XP * Notes:	Add one (+1) WOUND (*) card
	Add one (1) IMMOBILIZE (2) card
	☐ Add one (+1) CURSE (♦) card
Gold Notes:	☐ ☐ Add one ←2 ♠ card
D.	□ □ Add one +2
5	☐ Add one <a>♠
^	and one 🚯 🍛 card
Items:	☐ Add one ♠
	and one 🕦 🛈 card
	Notes 1
	√: □□□ √: □□□
-	√: □□□ √: □□□
Δ	
^	



M	Human Scoundrel	Perks
#	numun əcvunun er	Remove two (-1) cards
Name: _		Remove four 🕕 cards
Level ◆ XP ◆ :	$f: \begin{array}{c ccccccccccccccccccccccccccccccccccc$	Replace one ② card with one ① card
XP 🍁 Noi		Replace one (-1) card with one (+1) card
	•	Replace one 🕕 card with one 🗘 card
^	_	Add two 🏚 🕕 cards
Gold Note)G·	Add two PIERCE 3 card
		Add two POISON Cards
	2	Add two MUDDLE 🗘 card
^ Items:		Add one INVISIBLE
		☐ Ignore negative scenario effects
		Notes 1
	p	
	4	



٠ť٢, ×	Quatryl Tinkerer	7	Perks
<u> </u>	Quait 91 1 inkerer	<u></u>	☐ ☐ Remove two (-1) cards
Name:_			Replace one 2 card
Level 🗹		_	with one (1) card
χp ★ :	0 45 95 150 210 275 345 420 5	ôo Ŋ	Add two (+1) cards
		_	Add one (+3) card
XP ★ No	otes:		Add two 🕟 🔊 cards
		4	Add three MUDDLE ?
^			☐ ☐ Add one → WOUND & car
Gold No	tes:	D	Add one +1) IMMOBILIZE
		•	☐ ☐ Add one 🕕 Heal 👌 2 card
^_			Add one +() ADD TARGET ©
Items:			☐ Ignore negative scenario
			effects
			Notes
			\. \. \. \. \. \. \. \. \. \. \. \. \.
			<:000 <:000 <:000
		٩	