Seeker / W	arband		<u> </u>		5H/	ADOW CALL
All	legiance [] Adversary	[] Advocate		Gold		
	Lifepath [] Gentry	[] Journeym	en [] Veterans Fundr	aising	□ □ □ 1 renown ⇒ 2	2 gold \Box \Box 3 \Rightarrow 4 \Box 5 \Rightarrow 6
Character Name:		Character Card:			[] Threat	☐ Companion ☐ Team Member
Renown:		:		<u>-</u> I		□ ream wember
			Acquire Tactic (cost on card)		Wounds	
		_	Tactics Slot 1. □ 2. □ 3. □		6. Hardened Resolve	No penalty
<u>پ</u>		об (#)	Weapons Slot 1. □ 2. □ 3. □		5. Torn Knee	-1 to disengage rolls (either role)
rade		Rei S US	Items Slot 1. □ 2. □ 3. □	_	Crushed Hand	-1 damage melee+natural attacks
Upgrade 		Uses of Renown (cost is use #)	Potions Slot 1. □ 2. □ 3. □	_	Spinal Injury	-1 health (cannot heal in-game)
		nse	Spells Slot 1. □ 2. □ 3. □	_	Broken Spirit	Non-Heroic Recovery
			Heal Wound 1. □ 2. □ 3. □		1. Dead	Character unavailable
					1. Doug	
Character		Character			Threat	☐ Companion
Name: Renown: □ □		Card:		<u>-</u>		☐ Team Member
Kellowii.					Wounds	
		_	Acquire Tactic (cost on card) Tactics Slot 1. □ 2. □ 3. □		6. Hardened Resolve	No penalty
<u></u>		10Wr (# =	Weapons Slot 1. □ 2. □ 3. □		5. Torn Knee	-1 to disengage rolls (either role)
Upgrades		Uses of Renown (cost is use #)	Items Slot 1. □ 2. □ 3. □	_	Crushed Hand	-1 damage melee+natural attacks
. — — — — — — — — — — — — — — — — — — —		s of ost is	Potions Slot 1. □ 2. □ 3. □	_	Spinal Injury	-1 health (cannot heal in-game)
		nse	Spells Slot 1. □ 2. □ 3. □	_	Broken Spirit	Non-Heroic Recovery
					Z. DIONGII ODIIIL	
					•	•
			Heal Wound 1. □ 2. □ 3. □		1. Dead	Character unavailable
Character		Character			1. Dead	Character unavailable □ Companion
Name:		Character Card:	Heal Wound 1. 2. 3.		•	Character unavailable
Name:			Heal Wound 1.		1. Dead	Character unavailable □ Companion
Name:		Card:	Heal Wound 1. 2. 3. 4. 4. 4. 4. 4. 4. 4. 4. 4. 4. 4. 4. 4.	i -	1. Dead [] Threat Wounds	Character unavailable Companion Team Member
Name:		Card:	Heal Wound 1.	ī	1. Dead Threat Wounds 6. Hardened Resolve	Character unavailable Companion Team Member No penalty
Name:		Card:	Heal Wound 1.		1. Dead Threat Wounds 6. Hardened Resolve 5. Torn Knee	Character unavailable Companion Team Member No penalty -1 to disengage rolls (either role)
Name:		Card:	Heal Wound 1.	i	1. Dead Threat Wounds 6. Hardened Resolve 5. Torn Knee 4. Crushed Hand	Character unavailable Companion Team Member No penalty -1 to disengage rolls (either role) -1 damage melee+natural attacks
Name:		Card:	Heal Wound 1.		1. Dead Threat Wounds 6. Hardened Resolve 5. Torn Knee 4. Crushed Hand 3. Spinal Injury	Character unavailable Companion Team Member No penalty -1 to disengage rolls (either role) -1 damage melee+natural attacks -1 health (cannot heal in-game)
Name:		Card:	Heal Wound 1.		1. Dead Threat Wounds 6. Hardened Resolve 5. Torn Knee 4. Crushed Hand 3. Spinal Injury 2. Broken Spirit	Character unavailable Companion Team Member No penalty -1 to disengage rolls (either role) -1 damage melee+natural attacks -1 health (cannot heal in-game) Non-Heroic Recovery
Name:		Card:	Heal Wound 1.		1. Dead Threat Wounds 6. Hardened Resolve 5. Torn Knee 4. Crushed Hand 3. Spinal Injury 2. Broken Spirit	Character unavailable Companion Team Member No penalty -1 to disengage rolls (either role) -1 damage melee+natural attacks -1 health (cannot heal in-game)
Name: Renown:		Card: (# eso of Renown (# eso set)	Heal Wound 1.		1. Dead Threat Wounds 6. Hardened Resolve 5. Torn Knee 4. Crushed Hand 3. Spinal Injury 2. Broken Spirit	Character unavailable Companion Team Member No penalty -1 to disengage rolls (either role) -1 damage melee+natural attacks -1 health (cannot heal in-game) Non-Heroic Recovery Character unavailable
Name:		Card:	Heal Wound 1.		1. Dead Threat Wounds 6. Hardened Resolve 5. Torn Knee 4. Crushed Hand 3. Spinal Injury 2. Broken Spirit	Character unavailable Companion Team Member No penalty -1 to disengage rolls (either role) -1 damage melee+natural attacks -1 health (cannot heal in-game) Non-Heroic Recovery
Name: Renown: Soperation Character Name:		Card: (most is nse of Wenown Character Card: Card:	Heal Wound 1.		1. Dead Threat Wounds 6. Hardened Resolve 5. Torn Knee 4. Crushed Hand 3. Spinal Injury 2. Broken Spirit 1. Dead	Character unavailable Companion Team Member No penalty -1 to disengage rolls (either role) -1 damage melee+natural attacks -1 health (cannot heal in-game) Non-Heroic Recovery Character unavailable Companion
Name:		Card: (most is nse of Wenown Character Card: Card:	Heal Wound 1.		1. Dead Threat Wounds 6. Hardened Resolve 5. Torn Knee 4. Crushed Hand 3. Spinal Injury 2. Broken Spirit 1. Dead	Character unavailable Companion Team Member No penalty -1 to disengage rolls (either role) -1 damage melee+natural attacks -1 health (cannot heal in-game) Non-Heroic Recovery Character unavailable Companion
Name:		Card: (# ess of Renown Character Card: Card:	Heal Wound 1.		1. Dead Wounds 6. Hardened Resolve 5. Torn Knee 4. Crushed Hand 3. Spinal Injury 2. Broken Spirit 1. Dead Threat	Character unavailable Companion Team Member No penalty -1 to disengage rolls (either role) -1 damage melee+natural attacks -1 health (cannot heal in-game) Non-Heroic Recovery Character unavailable Companion
Name: Renown: Separate Subdan Character Name: Renown: Character		Card: (# ess of Renown Character Card: Card:	Heal Wound 1.		1. Dead Wounds 6. Hardened Resolve 5. Torn Knee 4. Crushed Hand 3. Spinal Injury 2. Broken Spirit 1. Dead Threat Wounds	Character unavailable Companion Team Member No penalty -1 to disengage rolls (either role) -1 damage melee+natural attacks -1 health (cannot heal in-game) Non-Heroic Recovery Character unavailable Companion Team Member
Name: Renown: Separate Subdan Character Name: Renown: Character		Card: (# ess of Renown Character Card: Card:	Heal Wound 1.		1. Dead Wounds 6. Hardened Resolve 5. Torn Knee 4. Crushed Hand 3. Spinal Injury 2. Broken Spirit 1. Dead Threat Wounds 6. Hardened Resolve	Character unavailable Companion Team Member No penalty -1 to disengage rolls (either role) -1 damage melee+natural attacks -1 health (cannot heal in-game) Non-Heroic Recovery Character unavailable Companion Team Member
Name:		Card: (# ess of Renown Character Card: Card:	Heal Wound 1.		1. Dead Wounds 6. Hardened Resolve 5. Torn Knee 4. Crushed Hand 3. Spinal Injury 2. Broken Spirit 1. Dead Threat Wounds 6. Hardened Resolve 5. Torn Knee	Character unavailable Companion Team Member No penalty -1 to disengage rolls (either role) -1 damage melee+natural attacks -1 health (cannot heal in-game) Non-Heroic Recovery Character unavailable Companion Team Member No penalty -1 to disengage rolls (either role)
Name: Renown: Separate Subdan Character Name: Renown: Character		Card: (most is nse of Wenown Character Card: Card:	Heal Wound 1.		1. Dead Wounds 6. Hardened Resolve 5. Torn Knee 4. Crushed Hand 3. Spinal Injury 2. Broken Spirit 1. Dead Threat Wounds 6. Hardened Resolve 5. Torn Knee 4. Crushed Hand	Character unavailable Companion Team Member No penalty -1 to disengage rolls (either role) -1 damage melee+natural attacks -1 health (cannot heal in-game) Non-Heroic Recovery Character unavailable Companion Team Member No penalty -1 to disengage rolls (either role) -1 damage melee+natural attacks

Character Character Name: Card:	Threat ☐ Companion ☐ Team Member
Renown:	
Acquire Tactic (cost on card) Wounds	s
	ened Resolve No penalty
September 2 Weapons Slot 1. □ 2. □ 3. □ □ 5. Torn I September 2 Items Slot 1. □ 2. □ 3. □ □ 4. Crush September 2 September 3 September 2 Potions Slot 1. □ 2. □ 3. □ □ 3. Spinal	hed Hand -1 damage melee+natural attacks
Tactics Slot 1. 2. 3. 6. Harder # Weapons Slot 1. 2. 3. 4. Crush # # # # # Potions Slot 1. 2. 3. 4. Crush # # # # # # # # # # # # # # # # # # #	
Heal Wound 1. 2. 3. 1. Dead	Character unavailable
Character Character Name: Card:	Threat ☐ Companion ☐ Team Member
Renown:	
Acquire Tactic (cost on card) Wounds	is
	ened Resolve No penalty
Tactics Slot 1.	Knee -1 to disengage rolls (either role)
September Sep	hed Hand -1 damage melee+natural attacks
20 ± 50 Potions Slot 1. □ 2. □ 3. □ □ 3. Spina	al Injury -1 health (cannot heal in-game)
Spells Slot 1. □ 2. □ 3. □ □ 2. Broke	en Spirit Non-Heroic Recovery
Heal Wound 1. 2. 3. 1. Dead	Character unavailable
Character Character	Threat ☐ Companion ☐ Toom Member
Name: Card:	Threat ☐ Companion ☐ Team Member
Name: Card:	☐ Team Member
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Name: Card:	☐ Team Member ☐ Team Member ☐ sened Resolve No penalty
Name: Card:	□ Team Member Is ened Resolve No penalty Knee -1 to disengage rolls (either role)
Name: Card:	Team Member □ Team Member Is ened Resolve No penalty Knee -1 to disengage rolls (either role) hed Hand -1 damage melee+natural attacks
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Name: Card:	Team Member □ Team Member □ Team Member □ Team Member □ Seam Member □ Team
Name:	Team Member □ Team Member □ Team Member □ Team Member □ Seam Member □ Team
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Name:	Team Member □ Team Member □ Se ened Resolve No penalty Knee -1 to disengage rolls (either role) hed Hand -1 damage melee+natural attacks al Injury -1 health (cannot heal in-game) en Spirit Non-Heroic Recovery Character unavailable
Name:	Team Member Is Is In reat □ Team Member Is In reat □ Companion □ Team Member
Name:	Team Member Is Is In reat
Name:	Team Member Is Is Is In reat
Name:	Team Member Is Is In reat □ Team Member Is In reat □ Team Member Is In reat □ Companion □ Team Member Is Is In reat □ Companion □ Team Member
Name:	Team Member Is Is Inreat □ Team Member Is Is In a Hear Member Is In a Hear Member Is a Hear Member In a Hear Member Is a Hear Member In a Hea
Name:	Team Member Is Is Inreat