

<p>Disciple of Air</p> <p>---- pack ----</p> <p>3x Gust</p> <p>2x Wind Wall</p>	<p>Gust</p> <p>range 5 action</p> <p>slide linear 3,</p> <p>toughness resist</p> <p>run 5, jump</p>	<p>Gust</p> <p>range 5 action</p> <p>slide linear 3,</p> <p>toughness resist</p> <p>run 5, jump</p>
<p>Gust</p> <p>range 5 action</p> <p>slide linear 3,</p> <p>toughness resist</p> <p>run 5, jump</p>	<p>Wind Wall</p> <p>ranged block</p> <p>+3 AC</p> <p>interfere 1</p> <p>run 4, jump</p>	<p>Wind Wall</p> <p>ranged block</p> <p>+3 AC</p> <p>interfere 1</p> <p>run 4, jump</p>
<p>Icy Warhammer</p> <p>---- pack ----</p> <p>2x Flash Freeze</p> <p>1x Encumbering Frost</p> <p>2x Stunning Blow</p>	<p>Flash Freeze</p> <p>conic 2 attack</p> <p>+0 vs toughness</p> <p>staggers 2</p> <p>run 3</p>	<p>Flash Freeze</p> <p>conic 2 attack</p> <p>+0 vs toughness</p> <p>staggers 2</p> <p>run 3</p>
<p>Encumbering Frost</p> <p>range 3 modifier</p> <p>-3 move</p> <p>toughness resist</p> <p>range 3 modifier</p> <p>negate one modifier</p>	<p>Stunning Blow</p> <p>melee attack</p> <p>+0 vs AC, staggers 2</p>	<p>Stunning Blow</p> <p>melee attack</p> <p>+0 vs AC, staggers 2</p>

<p>Recruit's Chainmail</p> <p>---- pack ----</p> <p>1x Efficient Armor</p> <p>3x Sturdy Armor</p> <p>1x Clunk</p>	<p>Efficient Armor</p> <p>discard</p> <p>ignore 1 damage</p> <p>draw a card</p>	<p>Sturdy Armor</p> <p>discard</p> <p>ignore 1 damage</p> <p>1 toughness</p>
<p>Sturdy Armor</p> <p>discard</p> <p>ignore 1 damage</p> <p>1 toughness</p>	<p>Sturdy Armor</p> <p>discard</p> <p>ignore 1 damage</p> <p>1 toughness</p>	<p>Clunk</p> <p>walk 1</p>
<p>Tower Shield</p> <p>---- pack ----</p> <p>1x Reliable Defense</p> <p>3x Covering Block</p> <p>1x Clunk</p>	<p>Reliable Defense</p> <p>block: self or ally</p> <p>+2 AC, keep</p> <p>block: self or ally</p> <p>+6 AC</p>	<p>Covering Block</p> <p>block: self or ally</p> <p>+4 AC</p> <p>walk 2</p>
<p>Covering Block</p> <p>block: self or ally</p> <p>+4 AC</p> <p>walk 2</p>	<p>Covering Block</p> <p>block: self or ally</p> <p>+4 AC</p> <p>walk 2</p>	<p>Clunk</p> <p>walk 1</p>

<p>Skirmisher's Shield</p> <p>---- pack ----</p> <p>3x Shield Block</p> <p>2x Shield Bash</p>	<p>Shield Block</p> <p>block: +4 AC</p> <p>move 4</p>	<p>Shield Block</p> <p>block: +4 AC</p> <p>move 4</p>
<p>Shield Block</p> <p>block: +4 AC</p> <p>move 4</p>	<p>Shield Bash</p> <p>block</p> <p>+2 AC</p> <p>on block: melee,</p> <p>stagger attacker</p>	<p>Shield Bash</p> <p>block</p> <p>+2 AC</p> <p>on block: melee,</p> <p>stagger attacker</p>
<p>Hunting Bow</p> <p>---- pack ----</p> <p>1x Snipe</p> <p>2x Arcing Shot</p> <p>2x Covering Fire</p>	<p>Snipe</p> <p>range 5 attack</p> <p>+0 vs AC, lethal</p> <p>run 4</p> <p>1 perception</p>	<p>Arcing Shot</p> <p>slow range 8 attack</p> <p>+2 vs AC, lethal</p> <p>walk 4</p>
<p>Arcing Shot</p> <p>slow range 8 attack</p> <p>+2 vs AC, lethal</p> <p>walk 4</p>	<p>Covering Fire</p> <p>range 8 attack</p> <p>+1 vs AC, staggers</p> <p>interfere 2</p> <p>walk 3</p>	<p>Covering Fire</p> <p>range 8 attack</p> <p>+1 vs AC, staggers</p> <p>interfere 2</p> <p>walk 3</p>

<p>Thief's Dagger</p> <p>---- pack ----</p> <p>2x Quick Slap</p> <p>2x Coup de Grace</p> <p>1x Dash</p>	<p>Quick Slap</p> <p>fast melee attack</p> <p>+2 vs AC, interrupts</p> <p>run 3</p>	<p>Quick Slap</p> <p>fast melee attack</p> <p>+2 vs AC, interrupts</p> <p>run 3</p>
<p>Coup de Grace</p> <p>slow melee attack</p> <p>perception contest</p> <p>lethal 3</p> <p>walk 2</p>	<p>Coup de Grace</p> <p>slow melee attack</p> <p>perception contest</p> <p>lethal 3</p> <p>walk 2</p>	<p>Dash</p> <p>run 8</p> <p>1 toughness</p>
<p>Bandit's Club</p> <p>---- pack ----</p> <p>1x Power Attack</p> <p>2x Clobber</p> <p>2x Headbutt</p>	<p>Power Attack</p> <p>slow melee attack</p> <p>+5 vs AC, lethal 2</p> <p>discard</p> <p>gain +1 toughness</p>	<p>Clobber</p> <p>melee attack</p> <p>+0 vs AC, lethal</p> <p>walk 3</p>
<p>Clobber</p> <p>melee attack</p> <p>+0 vs AC, lethal</p> <p>walk 3</p>	<p>Headbutt</p> <p>melee attack</p> <p>toughness contest</p> <p>loser staggered DIFF</p> <p>walk 2</p>	<p>Headbutt</p> <p>melee attack</p> <p>toughness contest</p> <p>loser staggered DIFF</p> <p>walk 2</p>

<p>Goblin Scimitar</p> <p>---- pack ----</p> <p>2x Dramatic Swing</p> <p>1x Slash</p> <p>2x Clumsy Block</p>	<p>Dramatic Swing</p> <p>melee attack</p> <p>+0 vs AC, staggers 1</p> <p>distract 4</p> <p>walk 3</p>	<p>Dramatic Swing</p> <p>melee attack</p> <p>+0 vs AC, staggers 1</p> <p>distract 4</p> <p>walk 3</p>
<p>Slash</p> <p>melee attack</p> <p>+0 vs AC, lethal</p> <p>run 4</p>	<p>Clumsy Block</p> <p>block: melee</p> <p>+2 AC</p> <p>walk 2</p>	<p>Clumsy Block</p> <p>block: melee</p> <p>+2 AC</p> <p>walk 2</p>
<p>Shortsword</p> <p>---- pack ----</p> <p>3x Simple Strike</p> <p>2x Efficient Parry</p>	<p>Simple Strike</p> <p>melee attack</p> <p>+1 vs AC, lethal</p> <p>distract 2</p> <p>run 3</p>	<p>Simple Strike</p> <p>melee attack</p> <p>+1 vs AC, lethal</p> <p>distract 2</p> <p>run 3</p>
<p>Simple Strike</p> <p>melee attack</p> <p>+1 vs AC, lethal</p> <p>distract 2</p> <p>run 3</p>	<p>Efficient Parry</p> <p>block: melee</p> <p>+2 AC</p> <p>on block, draw a card</p> <p>run 3</p>	<p>Efficient Parry</p> <p>block: melee</p> <p>+2 AC</p> <p>on block, draw a card</p> <p>run 3</p>

<p>Core Cleric Track</p> <p>---- pack ----</p> <p>1x Light of Wisdom</p> <p>1x Light of Vigor</p> <p>2x Intercession</p> <p>1x Lay on Hands</p>	<p>Light of Wisdom</p> <p>while in your hand</p> <p>you and allies</p> <p>+1 perception, stacking</p>	<p>Light of Vigor</p> <p>while in your hand</p> <p>you and allies</p> <p>+1 perception, stacking</p>
<p>Intercession</p> <p>discard</p> <p>reroll any one dice</p> <p>draw a card</p> <p>run 5</p>	<p>Intercession</p> <p>discard</p> <p>reroll any one dice</p> <p>draw a card</p> <p>run 5</p>	<p>Lay on Hands</p> <p>melee heal</p> <p>revive a fallen ally</p> <p>ally is prone</p> <p>walk 4</p>
<p>Core Rogue Track</p> <p>---- pack ----</p> <p>1x Keen Senses</p> <p>2x Leap</p> <p>2x Dirty Trick</p>	<p>Keen Senses</p> <p>run 4</p> <p>4 perception</p>	<p>Leap</p> <p>fast combo action</p> <p>move 2, jump</p>
<p>Leap</p> <p>fast combo action</p> <p>move 2, jump</p>	<p>Dirty Trick</p> <p>action</p> <p>with each enemy</p> <p>perception contest</p> <p>if you win all, stealth</p> <p>2 perception</p>	<p>Dirty Trick</p> <p>action</p> <p>with each enemy</p> <p>perception contest</p> <p>if you win all, stealth</p> <p>2 perception</p>

<div>Core Fighter Track</div> <div> <div>---- pack ----</div> <div>1x Grim Resolve</div> <div>3x Toughness</div> <div>1x Weapon Skill</div> </div>	<div>Grim Resolve</div> <div> <div>discard</div> <div>draw 2 cards</div> <div>2 perception</div> <div>2 toughness</div> </div>	<div>Toughness</div> <div> <div>discard</div> <div>ignore 1 damage</div> <div>discard</div> <div>negate staggered effect</div> <div>3 toughness</div> </div>
<div>Toughness</div> <div> <div>discard</div> <div>ignore 1 damage</div> <div>discard</div> <div>negate staggered effect</div> <div>3 toughness</div> </div>	<div>Toughness</div> <div> <div>discard</div> <div>ignore 1 damage</div> <div>discard</div> <div>negate staggered effect</div> <div>3 toughness</div> </div>	<div>Weapon Skill</div> <div> <div>discard: +1 attack</div> <div>discard: +1 AC</div> <div>1 perception</div> </div>