

<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>
<p>Core Fighter Track</p> <p>---- pack ----</p> <p>1x Grim Resolve</p> <p>3x Toughness</p> <p>1x Weapon Skill</p>	<p>Grim Resolve</p> <p>discard</p> <p>draw 2 cards</p> <p>2 perception</p> <p>2 toughness</p>	<p>Toughness</p> <p>discard</p> <p>ignore 1 damage</p> <p>discard</p> <p>negate staggered effect</p> <p>3 toughness</p>
<p>Toughness</p> <p>discard</p> <p>ignore 1 damage</p> <p>discard</p> <p>negate staggered effect</p> <p>3 toughness</p>	<p>Toughness</p> <p>discard</p> <p>ignore 1 damage</p> <p>discard</p> <p>negate staggered effect</p> <p>3 toughness</p>	<p>Weapon Skill</p> <p>discard: +1 attack</p> <p>discard: +1 AC</p> <p>1 perception</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>Elven Spear</p> <p>---- pack ----</p> <p>1x Lunging Stab</p> <p>2x Stab</p> <p>2x Nimble Block</p>	<p>Lunging Stab</p> <p>reach attack</p> <p>gain (move 1)</p> <p>+0 vs AC, kills</p> <p>run 4</p>	<p>Stab</p> <p>reach attack</p> <p>+0 vs AC, kills</p> <p>walk 3</p>
<p>Stab</p> <p>reach attack</p> <p>+0 vs AC, kills</p> <p>walk 3</p>	<p>Nimble Block</p> <p>block: melee</p> <p>+2 AC</p> <p>on block, move 1</p>	<p>Nimble Block</p> <p>block: melee</p> <p>+2 AC</p> <p>on block, move 1</p>

