








Level : 1 2 3 4 5 6 7 8 9

XP : [▲] 0 [▲] 45 [▲] 95 [▲] 150 [▲] 210 [▲] 275 [▲] 345 [▲] 420 [▲] 500

Gold 卐:


















Notes:

Masters:

- ✗ ☐ Always have 0  directly before you gain  at the end of each of your turns
- ✗ ☐ Spend 5  on each of five different Wave abilities

Perks

X:□□□ X:□□□ X:□□□
X:□□□ X:□□□ X:□□□

- ☐ Remove four **(+0)** cards
- ☐ ☐ Replace two **(-1)** cards with two **(+0)** “Reveal the top card of the target’s monster ability deck” cards
- ☐ Replace one **(-2)** card with one **(-1)**  card
- ☐ ☐ Replace one **(+0)** card with one **(+0)**  card
- ☐ ☐ Replace two **(+1)** cards with two **(+2)**   cards
- ☐ ☐ Add one **“+2, , ,  1 ally”**  card
- ☐ ☐ ☐ Add one **(+1)** “Gain 1 ” card
- ☐ Ignore scenario effects
- ☐ Whenever you short rest, you may  to perform ,  3 and  to perform ,  3
- ☐ At the start of each scenario, you may gain  to gain 2 
- ☐ Whenever a new room is revealed, you may reveal the top card of both the monster attack modifier deck and all allies’ attack modifier decks