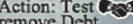
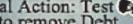
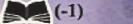
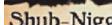
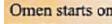


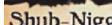
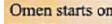


<b>Revolver (1-3)</b> <i>Item. Weapon.</i>	<b>Tommy Gun (4)</b> <i>Item. Weapon.</i>	<b>Shotgun (5)</b> <i>Item. Weapon.</i>	<b>Holly Spear (6)</b> <i>Item. Weapon. Magical.</i>
 3+ During combat encounters.	 3+ During combat encounters.  You have +1 to  against Epic monsters.	 2+ During combat encounters.	 3+ During combat encounters.  You may re-roll one die.
<b>Debt</b> <i>Condition. Deal. Common.</i> Use any item from the Assets supply. Local Action: Test  to remove Debt 1-2: Wound 3-4: Delayed 5-6: Nothing happens	<b>Focus</b>  Spend Focus to re-roll one die.	<b>Blessed.</b> <i>Condition. Boon.</i> You have +2 to any die you roll.	
<b>Cursed.</b> <i>Condition. Bane.</i> You have -1 to any die you roll.			
<b>Mists of Releth (1-2)</b> <i>Spell. Incantation</i>  Test:  (-1)  Pass: You may choose an encounter as there are no Monsters on your space.	<b>Power of Isis (3-4)</b> <i>Spell. Incantation</i>  Test:   Pass: Re-roll up to 2 dices during the combat encounter.	<b>Elder Speech (5)</b> <i>Spell. Incantation</i>  Test:   Pass: Re-roll up to 2 dices during Other World encounters.	<b>Plumb the Void (6)</b> <i>Spell. Incantation</i>  Test:   Pass: Decrease the value of a gate on your space by 2, to minimal of 1 or maximal of 6.

 3+ During combat encounters.  You have +1 to  against Epic monsters.	 3+ During combat encounters.	 2+ During combat encounters.	 3+ During combat encounters.  You may re-roll one die.
<b>Debt</b> <i>Condition. Deal. Common.</i> Use any item from the Assets supply. Local Action: Test  to remove Debt 1-2: Wound 3-4: Delayed 5-6: Nothing happens	<b>Focus</b>  Spend Focus to re-roll one die.	<b>Blessed.</b> <i>Condition. Boon.</i> You have +2 to any die you roll.	
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 <b>Azathoth Setup:</b> Omen starts on the Green space. <b>Prelude:</b> 1-3 Random Investigator starts with a Cursed condition. 4-6 Each Investigator starts on the random Wilderness space.	<b>Mystery 1.</b> Spawn 2 Eldritch tokens on random Wilderness spaces. After Investigator pass the encounter on that space he gains an Eldritch token. After closing the gate he can place one Eldritch token on this card. When 2 Eldritch tokens are placed solve this mystery.  <b>Mystery 2.</b> After closing a gate of value 4+ Investigator can spend 1 Focus token to place 1 Eldritch token on this card. When 2 Eldritch token are placed, solve this mystery.  <b>Mystery 3.</b> Spawn Spider of Leng epic monster on random Wilderness space. Each time Omen moves to the Green spot move Spider of Leng to another random Wilderness space. When Spider of Leng is defeated, solve this mystery.  * Spider of Leng has toughness 2	<b>Mythos phase effect:</b>  Each time Omen moves to the Green spot advance Doom by 1 unless Investigators as a group spend 1 Focus.   Easy
 <b>Cthulhu Setup:</b> Omen starts on the Blue space. <b>Prelude:</b> 1-3 Spawn one Green gate 4-6 Random Investigator starts on the Sea space 3 with one wound.	<b>Mystery 1.</b> Spawn 2 Eldritch tokens on random Sea spaces. Investigator that solves the Rumour encounter on that space can move Eldritch token to this card. When 2 Eldritch tokens are placed on this card solve this mystery.  <b>Mystery 2.</b> Spawn Cthylla epic monster on the random Sea space. When Cthylla is defeated, solve this mystery.  * Cthylla has toughness 2	<b>Mythos phase effect:</b>  Each time Omen moves to the Blue spot, every Investigator on the Sea space must test his  . Fail: that Investigator is delayed.   Med

 <b>Nyarlathotep Setup:</b> Omen starts on any Black space. Place a Blue die with value 4 on the Blue spot on the Omen track. (If Mystery 1 and 2 are solved Investigators win the game)	<b>Mystery 1.</b> Spawn 2 Eldritch tokens on random City spaces. On those spaces Investigators can choose to resolve an Other Worlds encounter. If they resolve close the gate part they can discard 1 Spell to place 1 Eldritch token on this card. When 2 Eldritch tokens are placed on this card, solve this mystery.  <b>Mystery 2.</b> Spawn Gate to Azathoth epic monster on random City space. Investigators can fight this monster only when the Omen is on the Black space. When they defeat the Gate to Azathoth, solve this mystery. * Gate to Azathoth has toughness of 2.	<b>Mythos phase effect:</b>  Every time Omen moves to the spot with a Blue gate, decrease the value of that gate by one. When value reaches zero activate Last Mystery.
 <b>Shub-Niggurath Setup:</b> Omen starts on the Green space. Use Monster tracking cube to mark the spawning spot of Wind Walker epic monster on the Wilderness space 1. As an action Investigators can place 1 Eldritch token on this card. When there are 2 Eldritch tokens on this card, solve this mystery.  * Wind Walker has Invulnerability.	<b>Mystery 1.</b> Spawn 2 Eldritch tokens on random City spaces. Investigators on that space can try to pass the special Research encounter: Professor Armitage has hired you to track the Whately family records. Test  (-1) and  (-2). Pass: gain one Eldritch token. Fail: Wind Walker ambuses you! As an action Investigators can place 1 Eldritch token on this card. When there are 2 Eldritch tokens on this card, solve this mystery.  <b>Mystery 2.</b> Spawn a new Green gate on random Wilderness space, or increase value of already spawned Green gate by 2. When Investigator closes a Green gate of value 4+, he can spend 1 Focus to place one Eldritch token on this card. When there are 2 Eldritch tokens on this card, solve this mystery.  * Wind Walker has Invulnerability.	<b>Mythos phase effect:</b>  When the new gate spawns, move Wind Walker epic monster to the random space that correspond to the Omen colour.

 <b>Cthulhu Setup:</b> Omen starts on the Blue space. <b>Prelude:</b> 1-3 Spawn one Green gate 4-6 Random Investigator starts on the Sea space 3 with one wound.	<b>Mystery 1.</b> Spawn 2 Eldritch tokens on random Sea spaces. Investigator that solves the Rumour encounter on that space can move Eldritch token to this card. When 2 Eldritch tokens are placed on this card solve this mystery.  <b>Mystery 2.</b> Spawn Cthylla epic monster on the random Sea space. When Cthylla is defeated, solve this mystery.  * Cthylla has toughness 2	<b>Mythos phase effect:</b>  Each Investigator must move to the nearest Sea space or became delayed.   Med
 <b>Shub-Niggurath Setup:</b> Omen starts on the Green space. Use Monster tracking cube to mark the spawning spot of Wind Walker epic monster on the Wilderness space 1. As an action Investigators can place 1 Eldritch token on this card. When there are 2 Eldritch tokens on this card, solve this mystery.  * Wind Walker has Invulnerability.	<b>Mystery 1.</b> Spawn 2 Eldritch tokens on random City spaces. Investigators on that space can try to pass the special Research encounter: Professor Armitage has hired you to track the Whately family records. Test  (-1) and  (-2). Pass: gain one Eldritch token. Fail: Wind Walker ambuses you! As an action Investigators can place 1 Eldritch token on this card. When there are 2 Eldritch tokens on this card, solve this mystery.  <b>Mystery 2.</b> Spawn a new Green gate on random Wilderness space, or increase value of already spawned Green gate by 2. When Investigator closes a Green gate of value 4+, he can spend 1 Focus to place one Eldritch token on this card. When there are 2 Eldritch tokens on this card, solve this mystery.  * Wind Walker has Invulnerability.	<b>Mythos phase effect:</b>  Each Investigator on the space with Wind Walker or adjacent space takes one wound.

1.	Lead Investigator gains Blessed condition.
Increase the value of the Green gate by 1.	
2.	Every Investigator on the City space that has an Item in his possession is delayed.
The Lead Investigator gains one random spell.	
3.	If there is an Eldritch token on the board advance Doom by 1.
Each investigator can move 1 space.	
4.	Lead Investigator gains a Debt condition.
Investigators can spend one Focus to gain any item of their choice.	
5.	Advance Doom by 1 unless Investigators as a group take 2 wounds.
6.	Each Investigator on the Wilderness space is delayed unless they increase value of one gate by 1.
Each Investigator on the Wilderness space is delayed unless they increase value of one gate by 1.	

Cultist (+1)	Maniac (-1)	Ghoul (+1)	Fire Vampire When this monster spawns Investigator on a gate gains a wound.
2-5	6	7	8
Mummy When this monster spawns increase the value of the Green Gate by 2	Migo When this monster is destroyed retreat Doom by 1	Werewolf Physical resistance	Shoggoth Magical resistance
9	10	11	12
Wind Walker (-1) (-2) Gates +1	Cthylla (-2) (-2) Doom +1	Gate to Azathoth (-2) (-2) Doom +1	Spider of Leng (-2) (-1) Gates +1

2-3. You are lost in the Dreamlands! Test  and . Pass: close this gate. Fail: you slumber away. You are delayed.	9-10. In the large library you are trying to decipher the Tome of Destruction. Test  (-1) and . Pass: close this gate and advance current Mystery by one. Fail: you are ambushed by the Wind Walker!
4. Shoggths are trying to pass into our realm! Test  (-1) and . Pass: close this gate and gain a random spell. Fail: take one wound and advance Doom by 1.	11. You find yourself 100 years in the past. Test  and . Pass: close this gate and skip the next Mythos phase. Fail: you are delayed.
5. Void is about to swallow you. Test  (-1) and . Pass: close this gate and move to a random spot on the map. Fail: increase value of this gate by 2.	12. Indescribable machine is holding this gate open. You try to operate the mechanisms. Test  (-2). Pass: close this gate and another gate of your choice. Fail: machine fizzles causing the collapse, advance Doom by 2!
6. Creature from Yuggoth is trying to communicate with you. Test  (-1). Pass: close this gate. Fail: creature attacks you! Take one wound.	1-2. Large creature is creating havoc through the land. Test  (-1) and . Pass: solve this rumour. Fail: take one wound.
7. You find yourself lost in the city of R'lyeh. Test  and . Pass: close this gate and gain one random spell. Fail: Cthylla ambushes you!	4-5. Elder Things have abducted members of the expedition. Test  (-1) and . Pass: solve this rumour. Fail: take one wound and you are delayed.
8. Walking though the large mansion you attract Ghouls from the basement! Test  and  (-1). Pass: close this gate and retreat Doom by 1. Fail: Ghouls enter our world! Take one wound and advance Doom by 2!	3. Fall of a meteor has turned local population into zombies. Test  and  (-1). Pass: solve this rumour and retreat Doom by 1. Fail: you are delayed until Omen moves into the Black spot!
	6. Snake people are performing a ritual. Test  and  (-1). Pass: solve this rumour. Fail: they capture you and sacrifice your flesh to their god! Take two wounds!

1. Strange creature from the woods demand a tribute. Test . Pass: gain one random spell. Fail: move to space 2, you are delayed.	2-5. Ship is attacked by the Deep Ones! Test . Pass: you can spend one Focus to close one Blue gate. Fail: take one wound and you are delayed.
2. Tribe is enraged by your presence. Test  (-1). Pass: clear the Monster chart. Fail: take one wound.	6. King Spud of the Avalon has called you to his palace. Test . Pass: gain one random spell. Fail: His story is very dire. Advance Doom by 1.
3. You are ambushed by the Migo! Test . Pass: move to any space of your choice. Fail: you feel disturbed by the story. You are cursed.	3. Inspector Wombat needs your help in solving the case of Necronomicon forgery. Test  (-1). Pass: advance active Mystery by one. Fail: advance Doom by 2.
4. Strange comet is passing over your location. Test  (+1). Pass: decrease value of one gate by 2. Fail: increase value of one gate by 2.	4. You are ambushed by some cultists! Test  (-1). Pass: gain a Tommy Gun item. Fail: take one wound.
5. Your camp is raided by the natives! Test  (-1). Pass: If you don't have an item, gain one random. Fail: take one wound.	5. You visit a local Magic shop. Test  (+1). Pass: gain one random spell.
6. Some sailors caught strange sea creature. Test . Pass: you have manage to deduce its origin. Retreat Doom by 1. Fail: lose one item, Spell, Ticket or Focus token.	6. Professor from Arkham is in need of your help. Test . Pass: gain one spell of your choice. Fail: you are led into trap! Take one wound and you are delayed.
7. You found a temple of Azathoth, but it is very dark and ominous. Test  (-1). Pass: retreat Doom by 2. Fail: you hear a growling coming from the sacrificial room. Werewolf monster ambushes you!	7. Strange murders have occurred in the China district. Test  (-1). Pass: clear the Monster chart. Fail: Spider of Leng ambushes you!
8. Town Mayor insist that you join him for dinner. Test  (-1). Pass: gain one random item from the Assets supply.	8. Town Mayor insist that you join him for dinner. Test  (-1). Pass: gain one random item from the Assets supply.

<p><i>Base of the bearer</i></p> <p><b>Rachel Bruner</b></p> <p>Occupation <b>Clockmaker</b></p> <p><small>Special ability that can be used</small></p> <p>Action: Move Omen one space anticlockwise without triggering the Omen effect.</p>  <p><i>PHOTOGRAPH OF BEARER</i></p> <table border="1"> <thead> <tr> <th>Lore</th> <th>Influence</th> <th>Observation</th> <th>Strength</th> <th>Will</th> </tr> </thead> <tbody> <tr> <td>5+</td> <td>2+</td> <td>3+</td> <td>4+</td> <td>3+</td> </tr> <tr> <td>3+</td> <td>5</td> <td>2+</td> <td>4</td> <td>5</td> </tr> <tr> <td>2+</td> <td>3</td> <td>5</td> <td>5</td> <td>2+</td> </tr> <tr> <td>5</td> <td>4</td> <td>3</td> <td>2</td> <td>3+</td> </tr> <tr> <td>3</td> <td>2+</td> <td>4</td> <td>5</td> <td>3</td> </tr> <tr> <td>2+</td> <td>5</td> <td>3</td> <td>2</td> <td>4</td> </tr> <tr> <td>4</td> <td>3</td> <td>5</td> <td>5</td> <td>2+</td> </tr> <tr> <td>5</td> <td>2+</td> <td>4</td> <td>3</td> <td>3+</td> </tr> </tbody> </table> <p><i>Base of the bearer</i></p> <p><b>Karl Herbertz</b></p> <p>Occupation <b>Publisher</b></p> <p><small>Special ability that can be used</small></p> <p>Action: When on city space you can give one action to any other investigator on the city space.</p>  <p><i>PHOTOGRAPH OF BEARER</i></p> <table border="1"> <thead> <tr> <th>Lore</th> <th>Influence</th> <th>Observation</th> <th>Strength</th> <th>Will</th> </tr> </thead> <tbody> <tr> <td>5+</td> <td>2+</td> <td>3+</td> <td>4+</td> <td>3+</td> </tr> <tr> <td>3+</td> <td>5</td> <td>2+</td> <td>4</td> <td>5</td> </tr> <tr> <td>2+</td> <td>3</td> <td>5</td> <td>5</td> <td>2+</td> </tr> <tr> <td>5</td> <td>4</td> <td>3</td> <td>2</td> <td>3+</td> </tr> <tr> <td>3</td> <td>2+</td> <td>4</td> <td>5</td> <td>3</td> </tr> <tr> <td>2+</td> <td>5</td> <td>3</td> <td>2</td> <td>4</td> </tr> <tr> <td>4</td> <td>3</td> <td>5</td> <td>5</td> <td>2+</td> </tr> <tr> <td>5</td> <td>2+</td> <td>4</td> <td>3</td> <td>3+</td> </tr> </tbody> </table> <p><i>Base of the bearer</i></p> <p><b>Fertessa Scott</b></p> <p>Occupation <b>Librarian</b></p> <p><small>Special ability that can be used</small></p> <p>Action: Gain one random spell.</p>  <p><i>PHOTOGRAPH OF BEARER</i></p> <table border="1"> <thead> <tr> <th>Lore</th> <th>Influence</th> <th>Observation</th> <th>Strength</th> <th>Will</th> </tr> </thead> <tbody> <tr> <td>5+</td> <td>2+</td> <td>3+</td> <td>4+</td> <td>3+</td> </tr> <tr> <td>3+</td> <td>5</td> <td>2+</td> <td>4</td> <td>5</td> </tr> <tr> <td>2+</td> <td>3</td> <td>5</td> <td>5</td> <td>2+</td> </tr> <tr> <td>5</td> <td>4</td> <td>3</td> <td>2</td> <td>3+</td> </tr> <tr> <td>3</td> <td>2+</td> <td>4</td> <td>5</td> <td>3</td> </tr> <tr> <td>2+</td> <td>5</td> <td>3</td> <td>2</td> <td>4</td> </tr> <tr> <td>4</td> <td>3</td> <td>5</td> <td>5</td> <td>2+</td> </tr> <tr> <td>5</td> <td>2+</td> <td>4</td> <td>3</td> <td>3+</td> </tr> </tbody> </table> <p><i>Base of the bearer</i></p> <p><b>Marcel Stipetic</b></p> <p>Occupation <b>Alchemist</b></p> <p><small>Special ability that can be used</small></p> <p>Action: Move one gate with value 4+ to your space, then advance Doom by 1.</p>  <p><i>PHOTOGRAPH OF BEARER</i></p> <table border="1"> <thead> <tr> <th>Lore</th> <th>Influence</th> <th>Observation</th> <th>Strength</th> <th>Will</th> </tr> </thead> <tbody> <tr> <td>5+</td> <td>2+</td> <td>3+</td> <td>4+</td> <td>3+</td> </tr> <tr> <td>3+</td> <td>5</td> <td>2+</td> <td>4</td> <td>5</td> </tr> <tr> <td>2+</td> <td>3</td> <td>5</td> <td>5</td> <td>2+</td> </tr> <tr> <td>5</td> <td>4</td> <td>3</td> <td>2</td> <td>3+</td> </tr> <tr> <td>3</td> <td>2+</td> <td>4</td> <td>5</td> <td>3</td> </tr> <tr> <td>2+</td> <td>5</td> <td>3</td> <td>2</td> <td>4</td> </tr> <tr> <td>4</td> <td>3</td> <td>5</td> <td>5</td> <td>2+</td> </tr> <tr> <td>5</td> <td>2+</td> <td>4</td> <td>3</td> <td>3+</td> </tr> </tbody> </table>	Lore	Influence	Observation	Strength	Will	5+	2+	3+	4+	3+	3+	5	2+	4	5	2+	3	5	5	2+	5	4	3	2	3+	3	2+	4	5	3	2+	5	3	2	4	4	3	5	5	2+	5	2+	4	3	3+	Lore	Influence	Observation	Strength	Will	5+	2+	3+	4+	3+	3+	5	2+	4	5	2+	3	5	5	2+	5	4	3	2	3+	3	2+	4	5	3	2+	5	3	2	4	4	3	5	5	2+	5	2+	4	3	3+	Lore	Influence	Observation	Strength	Will	5+	2+	3+	4+	3+	3+	5	2+	4	5	2+	3	5	5	2+	5	4	3	2	3+	3	2+	4	5	3	2+	5	3	2	4	4	3	5	5	2+	5	2+	4	3	3+	Lore	Influence	Observation	Strength	Will	5+	2+	3+	4+	3+	3+	5	2+	4	5	2+	3	5	5	2+	5	4	3	2	3+	3	2+	4	5	3	2+	5	3	2	4	4	3	5	5	2+	5	2+	4	3	3+
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<p><i>Base of the bearer</i></p> <p><b>Rachel Bruner</b></p> <p>Occupation <b>Clockmaker</b></p> <p><small>Special ability that can be used</small></p> <p>Action: Move Omen one space anticlockwise without triggering the Omen effect.</p>  <p><i>PHOTOGRAPH OF BEARER</i></p> <table border="1"> <thead> <tr> <th>Lore</th> <th>Influence</th> <th>Observation</th> <th>Strength</th> <th>Will</th> </tr> </thead> <tbody> <tr> <td>5+</td> <td>2+</td> <td>3+</td> <td>4+</td> <td>3+</td> </tr> <tr> <td>3+</td> <td>5</td> <td>2+</td> <td>4</td> <td>5</td> </tr> <tr> <td>2+</td> <td>3</td> <td>5</td> <td>5</td> <td>2+</td> </tr> <tr> <td>5</td> <td>4</td> <td>3</td> <td>2</td> <td>3+</td> </tr> <tr> <td>3</td> <td>2+</td> <td>4</td> <td>5</td> <td>3</td> </tr> <tr> <td>2+</td> <td>5</td> <td>3</td> <td>2</td> <td>4</td> </tr> <tr> <td>4</td> <td>3</td> <td>5</td> <td>5</td> <td>2+</td> </tr> <tr> <td>5</td> <td>2+</td> <td>4</td> <td>3</td> <td>3+</td> </tr> </tbody> </table> <p><i>Base of the bearer</i></p> <p><b>Karl Herbertz</b></p> <p>Occupation <b>Publisher</b></p> <p><small>Special ability that can be used</small></p> <p>Action: When on city space you can give one action to any other investigator on the city space.</p>  <p><i>PHOTOGRAPH OF BEARER</i></p> <table border="1"> <thead> <tr> <th>Lore</th> <th>Influence</th> <th>Observation</th> <th>Strength</th> <th>Will</th> </tr> </thead> <tbody> <tr> <td>5+</td> <td>2+</td> <td>3+</td> <td>4+</td> <td>3+</td> </tr> <tr> <td>3+</td> <td>5</td> <td>2+</td> <td>4</td> <td>5</td> </tr> <tr> <td>2+</td> <td>3</td> <td>5</td> <td>5</td> <td>2+</td> </tr> <tr> <td>5</td> <td>4</td> <td>3</td> <td>2</td> <td>3+</td> </tr> <tr> <td>3</td> <td>2+</td> <td>4</td> <td>5</td> <td>3</td> </tr> <tr> <td>2+</td> <td>5</td> <td>3</td> <td>2</td> <td>4</td> </tr> <tr> <td>4</td> <td>3</td> <td>5</td> <td>5</td> <td>2+</td> </tr> <tr> <td>5</td> <td>2+</td> <td>4</td> <td>3</td> <td>3+</td> </tr> </tbody> </table> <p><i>Base of the bearer</i></p> <p><b>Fertessa Scott</b></p> <p>Occupation <b>Librarian</b></p> <p><small>Special ability that can be used</small></p> <p>Action: Gain one random spell.</p>  <p><i>PHOTOGRAPH OF BEARER</i></p> <table border="1"> <thead> <tr> <th>Lore</th> <th>Influence</th> <th>Observation</th> <th>Strength</th> <th>Will</th> </tr> </thead> <tbody> <tr> <td>5+</td> <td>2+</td> <td>3+</td> <td>4+</td> <td>3+</td> </tr> <tr> <td>3+</td> <td>5</td> <td>2+</td> <td>4</td> <td>5</td> </tr> <tr> <td>2+</td> <td>3</td> <td>5</td> <td>5</td> <td>2+</td> </tr> <tr> <td>5</td> <td>4</td> <td>3</td> <td>2</td> <td>3+</td> </tr> <tr> <td>3</td> <td>2+</td> <td>4</td> <td>5</td> <td>3</td> </tr> <tr> <td>2+</td> <td>5</td> <td>3</td> <td>2</td> <td>4</td> </tr> <tr> <td>4</td> <td>3</td> <td>5</td> <td>5</td> <td>2+</td> </tr> <tr> <td>5</td> <td>2+</td> <td>4</td> <td>3</td> <td>3+</td> </tr> </tbody> </table> <p><i>Base of the bearer</i></p> <p><b>Marcel Stipetic</b></p> <p>Occupation <b>Alchemist</b></p> <p><small>Special ability that can be used</small></p> <p>Action: Move one gate with value 4+ to your space, then advance Doom by 1.</p>  <p><i>PHOTOGRAPH OF BEARER</i></p> <table border="1"> <thead> <tr> <th>Lore</th> <th>Influence</th> <th>Observation</th> <th>Strength</th> <th>Will</th> </tr> </thead> <tbody> <tr> <td>5+</td> <td>2+</td> <td>3+</td> <td>4+</td> <td>3+</td> </tr> <tr> <td>3+</td> <td>5</td> <td>2+</td> <td>4</td> <td>5</td> </tr> <tr> <td>2+</td> <td>3</td> <td>5</td> <td>5</td> <td>2+</td> </tr> <tr> <td>5</td> <td>4</td> <td>3</td> <td>2</td> <td>3+</td> </tr> <tr> <td>3</td> <td>2+</td> <td>4</td> <td>5</td> <td>3</td> </tr> <tr> <td>2+</td> <td>5</td> <td>3</td> <td>2</td> <td>4</td> </tr> <tr> <td>4</td> <td>3</td> <td>5</td> <td>5</td> <td>2+</td> </tr> <tr> <td>5</td> <td>2+</td> <td>4</td> <td>3</td> <td>3+</td> </tr> </tbody> </table>	Lore	Influence	Observation	Strength	Will	5+	2+	3+	4+	3+	3+	5	2+	4	5	2+	3	5	5	2+	5	4	3	2	3+	3	2+	4	5	3	2+	5	3	2	4	4	3	5	5	2+	5	2+	4	3	3+	Lore	Influence	Observation	Strength	Will	5+	2+	3+	4+	3+	3+	5	2+	4	5	2+	3	5	5	2+	5	4	3	2	3+	3	2+	4	5	3	2+	5	3	2	4	4	3	5	5	2+	5	2+	4	3	3+	Lore	Influence	Observation	Strength	Will	5+	2+	3+	4+	3+	3+	5	2+	4	5	2+	3	5	5	2+	5	4	3	2	3+	3	2+	4	5	3	2+	5	3	2	4	4	3	5	5	2+	5	2+	4	3	3+	Lore	Influence	Observation	Strength	Will	5+	2+	3+	4+	3+	3+	5	2+	4	5	2+	3	5	5	2+	5	4	3	2	3+	3	2+	4	5	3	2+	5	3	2	4	4	3	5	5	2+	5	2+	4	3	3+
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