
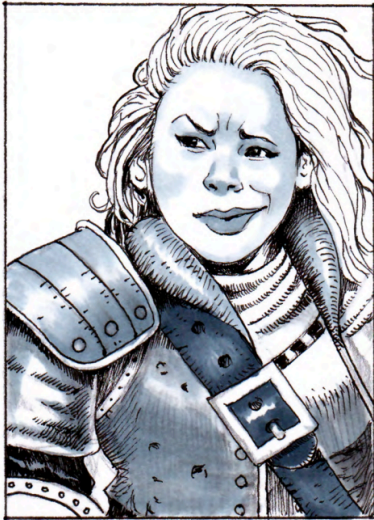
 <p><b>EQUIPPED</b></p> <table border="1" data-bbox="203 884 589 1014"> <tr> <td>KINETIC STAFF</td> </tr> <tr> <td>ROBES</td> </tr> </table>	KINETIC STAFF	ROBES	<p><b>ARCANE TALENTS</b></p> <ul style="list-style-type: none"> <li>• HEAL (1+) <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></li> <li>• SILENCE <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></li> <li>• DETECT LIFE <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></li> <li>• CAUSE FEAR <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></li> </ul> <p><b>PERK</b></p> <ul style="list-style-type: none"> <li>• HISTORY (+1)</li> <li>• SPOT LIES (+1)</li> </ul> <p><b>FLAW</b></p> <ul style="list-style-type: none"> <li>• BAD BACK (-1)</li> </ul> <p>AVERAGE = 11 DIFFICULT= 13 INCREDIBLE=15</p> <p>Roll 4d6 sub 6's for 0's (Range 0-20)</p>	<p><b>BACKPACK (9)</b></p> <table border="1" data-bbox="1031 310 1421 884"> <tr> <td>LANTERN &amp; OIL</td> </tr> <tr> <td>RATIONS (6) &amp; W/SKIN</td> </tr> <tr> <td>MIRROR</td> </tr> <tr> <td>ROPE 50'</td> </tr> <tr> <td>HAMMER &amp; SPIKES</td> </tr> <tr> <td>BEDROLL</td> </tr> <tr> <td>TWITCHING FINGER *</td> </tr> <tr> <td> </td> </tr> <tr> <td> </td> </tr> </table>	LANTERN & OIL	RATIONS (6) & W/SKIN	MIRROR	ROPE 50'	HAMMER & SPIKES	BEDROLL	TWITCHING FINGER *		
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<p><b>Devlin Runicnature</b></p>	<p><b>HP:</b> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p>	<p><b>COIN: 12 GP</b></p>											

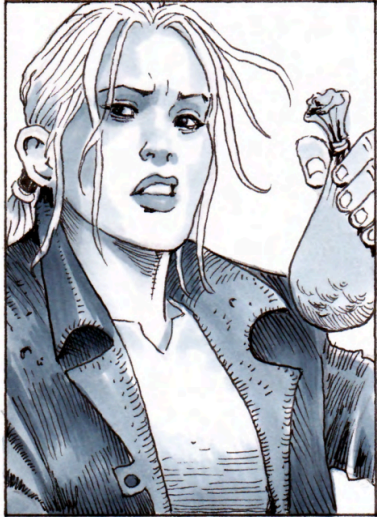
\* Twitching finger is Devlin's dismembered left ring finger. He keeps it stored in a small glass jar; when released, it can move and manipulate objects based on Devlin's concentrated thought.

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<b>RETURNING STONE*</b>																	
<p><b>Eoin Hiskey</b></p>	<p><b>HP:</b> □ □ □ □ □</p>	<p><b>COIN: 22 GP</b></p>															


\* The returning stone is a small coin sized pebble that if thrown or dropped from Eoin's hand it will disappear and return to his hand after coming to a rest.

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<p><b>Lyra Blackwood</b></p>	<p><b>HP:</b> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p>	<p><b>COIN: 2 GP</b></p>														

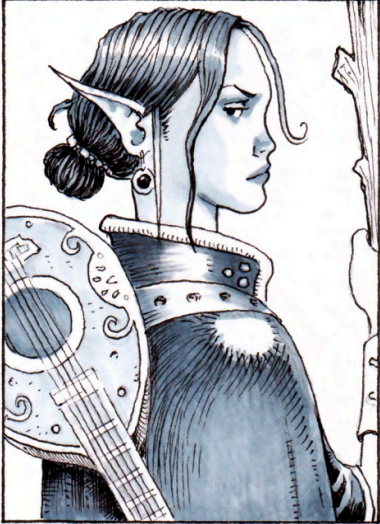
\* The changing badge is a solid silver badge that can take on any emblem that the bearer focuses on. This combined with enough conviction has fooled many guards and officials and allowed Lyra into areas most can not enter.

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<p>Runa</p>	<p>HP: <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p>	<p>COIN: 10 GP + 5 FAKE GP</p>													


\* The collapsable rod is a bronze-coloured rod about 3 inches long and roughly the diameter of a coin. If held in the hand and squeezed it will slowly grow in length up to 10' long. It is incredibly strong and Lyra has personally seen it not bend while holding up a several hundred-pound portcullis.

 <p><b>EQUIPPED</b></p> <div> <div>THURIBLE &amp; CHAIN</div> <div>STICKY FIRE ORBS <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div> </div>	<p><b>HOLY TALENTS</b></p> <ul style="list-style-type: none"> <li>• <b>TURN UNDEAD</b> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></li> <li>• <b>HOLY GUIDE</b> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></li> <li>• <b>SLEEP</b> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></li> <li>• <b>HEAL (2+)</b> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></li> </ul> <p><b>PERK</b></p> <ul style="list-style-type: none"> <li>• <b>PERSONABLE (+2)</b></li> </ul> <p><b>FLAW</b></p> <ul style="list-style-type: none"> <li>• <b>MELEE (-1)</b></li> <li>• <b>MONEY (-1)</b></li> </ul> <p><b>AVERAGE = 11</b> <b>DIFFICULT= 13</b> <b>INCREDIBLE=15</b></p> <p>Roll 4d6 sub 6's for 0's (Range 0-20)</p>	<p><b>BACKPACK (10)</b></p> <div> <div>LANTERN &amp; OIL</div> <div>RATIONS (6) &amp; W/SKIN</div> <div>PRAYER MAT</div> <div>PIPE &amp; PIPEWEED (5)</div> <div>NOTEPAD &amp; INK</div> <div>BLESSED WINE SACK*</div> <div></div> <div></div> <div></div> <div></div> </div>
<p><b>Agni Censerius</b></p>	<p><b>HP:</b> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p>	<p><b>COIN: 0 GP</b></p>

\* The wine sack once per sabbath will convert any liquid stored into it to delicious sweet red wine. If instead filled with wine then on the sabbath it will be converted to holy water.

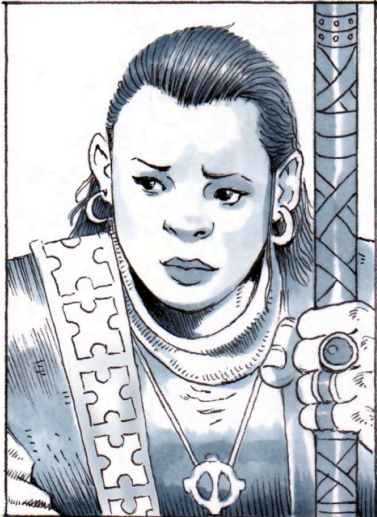
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<p><b>Amara</b></p>	<p><b>HP:</b> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p>	<p><b>COIN: 3 GP</b></p>											

\* The moonstone compass is a compass and small stone (engraved with the runic symbol for the moon) pair that are magically entwined. The compass will always point to the location of the moonstone.

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<p><b>Gareth Owen</b></p>	<p><b>HP:</b> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p>	<p><b>COIN: 15 GP</b></p>																


\* The holder of the pouch of lucky salt can once per day take a few grains of salt and throw them over their shoulder and be allowed to re-roll 3 out of the 4 dice rolled.



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<p><b>Maeve Alpin</b></p>	<p><b>HP:</b> □ □ □ □ □</p>	<p><b>COIN: 17 GP</b></p>															

\* The ring of smoke has a grey and white smokey stone set on it. When pressed and held the ring will begin spilling out thick white smoke that while not harmful will impact vision. It can fill an average-sized room in just moments.



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<p><b>Faceless One</b></p>	<p><b>HP:</b> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></p>	<p><b>COIN: 11 GP</b></p>														

\* Should someone with the curse of rebirth die an exact clone of them shows up somewhere nearby with foggy memories of their previous incarnation.