



# SAVANT

## A Gifted Keeper of Magics

The path to magical power is steep, but as a Savant you have dedicated yourself to unraveling the riddle of spellcraft. Relating knowledge gleaned from study, examining artifacts, and harnessing magics to aid your Fellowship; it's all in a day's work for a sage, enchanter, apothecary, fortuneteller, or wizard.

**Concept:** LIFELONG STUDENT finally KICKED OUT of the Tower

### Background:

(Choose any 1 at creation.)

- Village Healer:** All the ills of your folk (and sometimes their animals) were yours to assuage. [Fill *Socially*; fill *Treat*; fill 3 from *Investigate*, *Mend*, *Network*, *Parley*, or *Wield*.]
- Tower Trained:** Your studies were formal, long, and rigorous. [Fill *Patiently*; fill *Investigate* and *Wield*; fill 2 from *Distract*, *Mend*, *Network*, or *Treat*.]
- Troupe Wizard:** You've traveled here, there, and everywhere displaying tricks and telling prophecies. [Fill *Bravely* or *Quickly*; fill *Network*; fill 3 from *Aim*, *Brawl*, *Exert*, *Fight*, or *Wield*.]

**Cues:** male, mature, inquisitive, lost-in-thought, researcher, student life

### Species:

(Fill Approaches & Techniques for your Species.)

CYCLOPS

### Adventurer Portrait of RHYS



# Bonds

Record a Bond with known characters at creation.  
Record and change Bonds as needed.

**BOND:** \_\_\_\_\_

**DESCRIPTION:** \_\_\_\_\_  
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**BOND:** \_\_\_\_\_

**DESCRIPTION:** \_\_\_\_\_  
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**BOND:** \_\_\_\_\_

**DESCRIPTION:** \_\_\_\_\_  
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**BOND:** \_\_\_\_\_

**DESCRIPTION:** \_\_\_\_\_  
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**BOND:** \_\_\_\_\_

**DESCRIPTION:** \_\_\_\_\_  
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**BOND:** \_\_\_\_\_

**DESCRIPTION:** \_\_\_\_\_  
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# Quest Journal

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## Gear Up

Choose before setting out on a Quest.

Select Item Cards or your Reputation or Less.

- A weapon or an artifact;
- a ranged weapon or an artifact;
- a artifact;
- an armor, a shield, or a tool.

*If the QM agrees, you may choose to forego one of these 4 picks and select an Item Card of the next Reputation.*

Select Spell Cards or your Reputation or Less.

Novices: 2 | Wanderers: 4 | Adventurers: 6 | Champions: 8

## ★ Reputation ★

Mark a box after each successful Quest.

▲ MAX D8 TECHNIQUES

◆ Novice

★ MAX D8 TECHNIQUES

◆ Wanderer

★ MAX D10 TECHNIQUES

◆ Adventurer

★

◆ Champion

After marking a box, choose 1 technique & fill in the next die.

After filling all of the boxes in a Reputation Level:

- ★★ Increase your or by 2, and the other by 1;
- ★ choose 1 Approach, fill in the next die.

Name: APPRENTICE Rhys the Frayed

Heart's Fire  MAX  CURRENT

Grit  MAX  CURRENT

Lion's Will  EXPENDED

## Approaches

Fill any 2 at creation. Add a Blue Die to your Action Pool.

	D4	D6	D8	D10	D12
BRAVELY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CLEVERLY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PATIENTLY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
QUICKLY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SOCIALLY	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## Assists

Shift Up or Shift Up and Reroll; or add 1 or a Green Die to your Action Pool.

LION'S WILL	<input checked="" type="checkbox"/> OR <input checked="" type="checkbox"/> + <input type="checkbox"/>
ITEM CARD	<input type="checkbox"/>
POWER CARD	<input type="checkbox"/>
SPELL CARD	<input type="checkbox"/>
SUPPORT	<input checked="" type="checkbox"/>

## Techniques

Fill any 6 at creation. Add 1, or a Red Die to your Action Pool.

	D4	D6	D8	D10	D12
AIM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
BRAWL	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CAST	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DISTRACT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
EXERT	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FIGHT	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INVESTIGATE	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LOOT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MEND	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
NETWORK	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PARLEY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RECALL	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
STEALTH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TREAT	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WIELD	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>





## Gear Up

Choose before setting out on a Quest.

Select Item Cards  or your Reputation or Less.

- A weapon;
- a shield or an artifact;
- a large weapon or a ranged weapon;
- an armor or an artifact;
- a tool.

*If the QM agrees, you may choose to forego one of these 5 picks and select an Item Card of the next Reputation.*

Select Power Cards  or your Reputation or Less.

Novices: 2 | Wanderers: 3 | Adventurers: 5 | Champions: 6

## ★ Reputation ★

Mark a box after each successful Quest.

▲ MAX D8 TECHNIQUES

 **Novice**

★ MAX D8 TECHNIQUES

 **Wanderer**

★ MAX D10 TECHNIQUES



 **Adventurer**

★

 **Champion**

After marking a box, choose 1 technique & fill in the next die.

After filling all of the boxes in a Reputation Level:

- ★★ Increase your  or  by 2, and the other by 1;
- ★ choose 1 Approach, fill in the next die.

Name: UNORA, Master of the 8-String

Heart's Fire   MAX  CURRENT

Grit   MAX  CURRENT

Lion's Will   EXPENDED







## Approaches

Fill any 2 at creation. Add a Blue Die to your Action Pool.

	D4	D6	D8	D10	D12
 BRAVELY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 CLEVERLY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 PATIENTLY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 QUICKLY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 SOCIALLY	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
















## Assists

Shift Up or Shift Up and Reroll; or add 1 or a Green Die to your Action Pool.

 LION'S WILL	<input checked="" type="checkbox"/> OR <input checked="" type="checkbox"/> + 
 ITEM CARD	<input type="checkbox"/>
 POWER CARD	<input type="checkbox"/>
 SPELL CARD	<input type="checkbox"/>
 SUPPORT	<input type="checkbox"/>

## Techniques

Fill any 6 at creation. Add 1, or a Red Die to your Action Pool.

	D4	D6	D8	D10	D12
 AIM	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 BRAWL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 CAST	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 DISTRACT	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 EXERT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 FIGHT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 INVESTIGATE	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 LOOT	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 MEND	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 NETWORK	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 PARLEY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 RECALL	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 STEALTH	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 TREAT	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
 WIELD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>





# DEFENDER

## An Unwavering Shield Against Danger

Your lot in life is that of a Defender: the wall which protects your Fellowship. You keep Adversaries at bay, lead the way into darkness, and shoulder whatever burdens arise on your Quest. Do you call yourself a warrior, strongman, explorer, guard, or officer? The answer matters little enough when your steel does the talking for you.

**Concept:** A WARRIOR of ACTION and seeker of PERFECTION

### Background:

(Choose any 1 at creation.)

- Squire:** You were educated in arms by noble sponsors and have adopted their mannerisms along the way. [Fill Socially; fill Network and Parley; fill 2 from Cast, Mend, Recall, or Treat.]
- Frontier Guard:** You've been in the hinterlands long enough to go just a little bit wild yourself. [Fill Patiently or Quickly; fill Aim and Stealth; fill 2 from Brawl, Distract, Mend, or Treat.]
- War College Graduate:** You've studied how to defend the lands from trouble. [Fill Cleverly; fill Mend and Recall; fill 2 from Aim, Investigate, Network, or Parley.]

**Cues:** female, adult, firm-but-fair, head-strong, stoic, reckless, loyal

### Species:

(Fill Approaches & Techniques for your Species.)

ELF

### Adventurer Portrait of ASHEL



# Bonds

Record a Bond with known characters at creation.  
Record and change Bonds as needed.

BOND: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

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BOND: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

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BOND: \_\_\_\_\_

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BOND: \_\_\_\_\_

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# Quest Journal

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# Quests of Yore



## Gear Up

Choose before setting out on a Quest.

Select Item Cards of your Reputation or Less.

- A weapon;
- a shield;
- a large weapon or a ranged weapon;
- an armor;
- an artifact or a tool.

*If the QM agrees, you may choose to forego one of these 5 picks and select an Item Card of the next Reputation.*

Select Power Cards of your Reputation or Less.

Novices: 2 | Wanderers: 3 | Adventurers: 5 | Champions: 6

## ★ Reputation ★

Mark a box after each successful Quest.

▲ MAX D8 TECHNIQUES

**Novice**

★ MAX D8 TECHNIQUES

**Wanderer**

★ MAX D10 TECHNIQUES

**Adventurer**

★

**Champion**

After marking a box, choose 1 technique & fill in the next die.

After filling all of the boxes in a Reputation Level:

- ★★ Increase your or by 2, and the other by 1;
- ★ choose 1 Approach, fill in the next die.

Name: *ASHEL of Sakra*

Heart's Fire  MAX  CURRENT

Grit  MAX  CURRENT

Lion's Will  EXPENDED

## Approaches

Fill any 2 at creation. Add a Blue Die to your Action Pool.

	D4	D6	D8	D10	D12
BRAVELY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CLEVERLY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PATIENTLY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
QUICKLY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SOCIALLY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## Assists

Shift Up or Shift Up and Reroll; or add 1 or a Green Die to your Action Pool.

LION'S WILL	<input checked="" type="checkbox"/> OR <input checked="" type="checkbox"/> +
ITEM CARD	<input type="checkbox"/>
POWER CARD	<input type="checkbox"/>
SPELL CARD	<input type="checkbox"/>
SUPPORT	<input checked="" type="checkbox"/>

## Techniques

Fill any 6 at creation. Add 1, or a Red Die to your Action Pool.

	D4	D6	D8	D10	D12
AIM	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
BRAWL	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CAST	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DISTRACT	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
EXERT	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FIGHT	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INVESTIGATE	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LOOT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MEND	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
NETWORK	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PARLEY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RECALL	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
STEALTH	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TREAT	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WIELD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



## DEFENDER





# VAGABOND

## A Shadow, a River, or a Whisper

Vagabonds like yourself live on the edges of society. Whether you stick to the night, silent training yards, or meandering highways, you're defined by a lack of roots and the speed at which you change direction. Be you rogue, monk, trickster, nomad, or thief, you're only really at home on a Quest.

**Concept:** SEEKER of EXCITEMENT  
(and SHINY things)

### Background:

(Choose any 1 at creation.)

**Martial Adept:** You have spent years training, mind and body, in order to harness your own physical potential. [Fill *Bravely* or *Patiently*; fill *Brawl* and *Exert*; fill 2 from *Aim*, *Cast*, *Fight*, or *Treat*.]

**Wayfarer:** You've spent a lot of time traveling the world. [Fill *Cleverly* or *Socially*; fill *Network* and *Investigate*; fill 2 from *Exert*, *Fight*, *Loot*, or *Parley*.]

**Troubleshooter:** You've honed your skills in service of a patron, organization, or cause. [Fill *Bravely* or *Cleverly*; fill *Network*; fill 3 from *Aim*, *Brawl*, *Cast*, *Exert*, or *Fight*.]

**Cues:** male, adult, gruff, distractable, never-a-  
straight-answer, tricky

### Species:

(Fill Approaches & Techniques for your Species.)

SATYR

### Adventurer Portrait of ETHORN



# Bonds



Record a Bond with known characters at creation.  
Record and change Bonds as needed.

**BOND:** \_\_\_\_\_

**DESCRIPTION:** \_\_\_\_\_  
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**BOND:** \_\_\_\_\_

**DESCRIPTION:** \_\_\_\_\_  
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**BOND:** \_\_\_\_\_

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**BOND:** \_\_\_\_\_

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**BOND:** \_\_\_\_\_

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**BOND:** \_\_\_\_\_

**DESCRIPTION:** \_\_\_\_\_  
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# Quest Journal

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## Gear Up

Choose before setting out on a Quest.

Select Item Cards of your Reputation or Less.

- A weapon;
- a large weapon, a shield, or a ranged weapon;
- an armor;
- 2 from artifacts or tools.

*If the QM agrees, you may choose to forego one of these 5 picks and select an Item Card of the next Reputation.*

Select Power Cards of your Reputation or Less.

Novices: 2 | Wanderers: 3 | Adventurers: 5 | Champions: 6

## ★ Reputation ★

Mark a box after each successful Quest.

▲ MAX D8 TECHNIQUES

**Novice**

★ MAX D8 TECHNIQUES

**Wanderer**

★ MAX D10 TECHNIQUES

**Adventurer**

★

**Champion**

After marking a box, choose 1 technique & fill in the next die.

After filling all of the boxes in a Reputation Level:

- ★★ Increase your or by 2, and the other by 1;
- ★ choose 1 Approach, fill in the next die.

Name: **ETHORN the Shadowhoof**

Heart's Fire  MAX  CURRENT

Grit  MAX  CURRENT

Lion's Will  EXPENDED

## Approaches

Fill any 2 at creation. Add a Blue Die to your Action Pool.

	D4	D6	D8	D10	D12
BRAVELY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CLEVERLY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PATIENTLY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
QUICKLY	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SOCIALLY	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## Assists

Shift Up or Shift Up and Reroll; or add 1 or a Green Die to your Action Pool.

LION'S WILL	<input checked="" type="checkbox"/> OR <input checked="" type="checkbox"/> + <input checked="" type="checkbox"/>
ITEM CARD	<input type="checkbox"/>
POWER CARD	<input type="checkbox"/>
SPELL CARD	<input type="checkbox"/>
SUPPORT	<input checked="" type="checkbox"/>

## Techniques

Fill any 6 at creation. Add 1, or a Red Die to your Action Pool.

	D4	D6	D8	D10	D12
AIM	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
BRAWL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CAST	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DISTRACT	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
EXERT	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
FIGHT	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INVESTIGATE	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LOOT	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MEND	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
NETWORK	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PARLEY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RECALL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
STEALTH	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TREAT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WIELD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

