

Name: _____



AC (10)



HP (3)

Occupation: Locksmith

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	-1

Speed 30 Init 0

Equipment

Starting Funds: 30 cp
Fine tools
Candle (1 cp)

Weapons

Dagger +0 (1d4)

Strength	11	0
Agility	12	0
Stamina	12	0
Personality	6	-1
Intelligence	8	-1
Luck	12	0

Notes

Lucky Sign: Survived the plague (Magical healing) (+0)
Languages: Common

XP

Name: _____



AC (10)



HP (4)

Occupation: Dwarven rat-catcher

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	0

Speed 20 Init 0

Equipment

Starting Funds: 36 cp
Net
Candle (1 cp)

Weapons

Club -1 (1d4+1)

Strength	7	-1
Agility	11	0
Stamina	13	1
Personality	9	0
Intelligence	13	1
Luck	16	2

Notes

Lucky Sign: Born on the battlefield (Damage rolls) (+2)
Languages: Common, Dwarf, Hobgoblin
Dwarven ability: Infravision

XP

Name: _____



AC (11)



HP (3)

Occupation: Halfling moneylender

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	0

Speed 20 Init 1

Equipment

Starting Funds: 43 cp
5 gp 10 sp 200 cp
Holy water (1 vial) (25 gp)

Weapons

Short sword +2 (1d6+2)

Strength	17	2
Agility	14	1
Stamina	12	0
Personality	12	0
Intelligence	9	0
Luck	11	0

Notes

Lucky Sign: Hawkeye (Missile fire damage rolls) (+0)
Languages: Common, Halfling
Halfling ability: Infravision

XP

Name: _____



AC (8)



HP (4)

Occupation: Beadle

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-2
Fortitude	0
Will	0

Speed 30 Init -2

Equipment

Starting Funds: 33 cp
Holy Symbol
Holy symbol (25 gp)

Weapons

Staff +1 (1d4+1)

Strength	13	1
Agility	5	-2
Stamina	12	0
Personality	10	0
Intelligence	4	-2
Luck	12	0

Notes

Lucky Sign: Bountiful harvest (Hit points, applies each level) (+0)
Languages: Common

XP