

Name: _____

AC ⁽¹¹⁾HP ⁽⁴⁾

Occupation:

Potato Farmer

Alignment:



Law

Neutral

Chaos

Saves

Reflex	0
Fortitude	1
Will	0

Speed **30** Init **0**

Equipment

Starting Funds: 33 cp
Duck
Chain 10' (30 gp)

Weapons

Pitchfork +2 (1d8+2)

Notes

Lucky Sign: Charmed house (Armor Class) (+1)
Languages: Common

XP

Name: _____

AC ⁽¹⁰⁾HP ⁽¹⁾

Occupation:

Caravan guard

Alignment:



Law

Neutral

Chaos

Saves

Reflex	0
Fortitude	0
Will	1

Speed **30** Init **0**

Equipment

Starting Funds: 42 cp
Linen (1 yard)
Candle (1 cp)

Weapons

Short sword -1 (1d6-1)

Notes

Lucky Sign: Lucky sign (Saving throws) (+0)
Languages: Common

XP

Name: _____

AC ⁽¹⁰⁾HP ⁽¹⁾

Occupation:

Indentured servant

Alignment:



Law

Neutral

Chaos

Saves

Reflex	0
Fortitude	0
Will	0

Speed **30** Init **0**

Equipment

Starting Funds: 34 cp
Locket
Candle (1 cp)

Weapons

Staff -1 (1d4-1)

Notes

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

XP

Name: _____

AC ⁽⁹⁾HP ⁽³⁾

Occupation:

Blacksmith

Alignment:



Law

Neutral

Chaos

Saves

Reflex	-1
Fortitude	1
Will	2

Speed **30** Init **-1**

Equipment

Starting Funds: 35 cp
Steel tongs
Mirror - hand-sized (10 gp)

Weapons

Hammer +1 (1d4+1)

Notes

Lucky Sign: The raging storm (Spell damage) (-1)
Languages: Common

XP