

Name: _____



AC (11)



HP (1)

Occupation:

Halfling chicken butcher

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	-1

Speed 20 Init 1

Equipment

Starting Funds: 31 cp
Chicken meat (5 lbs.)
Sack (small) (8 cp)

Weapons

Handaxe +0 (1d6)

Strength	9	0
Agility	13	1
Stamina	9	0
Personality	8	-1
Intelligence	9	0
Luck	11	0

Notes

Lucky Sign: Path of the bear (Melee damage rolls) (+0)
Languages: Common, Halfling
Halfling ability: Infravision

XP

Name: _____



AC (10)



HP (6)

Occupation:

Orphan

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	3
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 38 cp
Rag doll
Chest - empty (2 gp)

Weapons

Club +0 (1d4)

Strength	9	0
Agility	12	0
Stamina	18	3
Personality	11	0
Intelligence	9	0
Luck	15	1

Notes

Lucky Sign: The Broken Star (Fumbles) (+1)
Languages: Common

XP

Name: _____



AC (10)



HP (3)

Occupation:

Fortune-teller

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	-1

Speed 30 Init 0

Equipment

Starting Funds: 43 cp
Tarot deck
Flint and steel (15 cp)

Weapons

Dagger +1 (1d4+1)

Strength	13	1
Agility	12	0
Stamina	10	0
Personality	8	-1
Intelligence	7	-1
Luck	9	0

Notes

Lucky Sign: Struck by lightning (Reflex saving throws) (+0)
Languages: Common

XP

Name: _____



AC (9)



HP (2)

Occupation:

Elven sage

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	-1
Will	1

Speed 30 Init -1

Equipment

Starting Funds: 24 cp
Parchment and quill pen
Sack (large) (12 cp)

Weapons

Dagger +2 (1d4+2)

Strength	16	2
Agility	8	-1
Stamina	8	-1
Personality	13	1
Intelligence	7	-1
Luck	13	1

Notes

Lucky Sign: Warrior's arm (Critical hit tables) (+1)
Languages: Common
Elven traits: Heightened senses, iron vulnerability

XP