



Name: \_\_\_\_\_

 <sup>(11)</sup> AC  
 <sup>(2)</sup> HP

Occupation: **Halfling trader**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	10	0
Agility	14	1
Stamina	13	1
Personality	15	1
Intelligence	14	1
Luck	10	0

Saves

Reflex	1
Fortitude	1
Will	1

Speed **20** Init **1**

Equipment

Starting Funds: 36 cp  
20 sp  
Sack (small) (8 cp)

Weapons



Short sword +0 (1d6)

Notes

Lucky Sign: Guardian angel (Savings throws to escape traps) (+0)  
Languages: English, Halfling, Bugbear  
Halfling ability: Infravision

**XP**

Name: \_\_\_\_\_

 <sup>(10)</sup> AC  
 <sup>(3)</sup> HP

Occupation: **Hunter**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	12	0
Agility	12	0
Stamina	15	1
Personality	13	1
Intelligence	10	0
Luck	11	0

Saves

Reflex	0
Fortitude	1
Will	1

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

Equipment

Starting Funds: 44 cp  
Deer pelt  
Hammer - small (5 sp)

Weapons



Shortbow +0 (1d6)

Notes

Lucky Sign: Charmed house (Armor Class) (+0)  
Languages: Common

**XP**

Name: \_\_\_\_\_

 <sup>(10)</sup> AC  
 <sup>(4)</sup> HP

Occupation: **Blacksmith**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	10	0
Agility	9	0
Stamina	15	1
Personality	12	0
Intelligence	10	0
Luck	12	0

Saves

Reflex	0
Fortitude	1
Will	0

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

Equipment

Starting Funds: 16 cp  
Steel tongs  
Crowbar (2 gp)

Weapons



Hammer +0 (1d4)

Notes

Lucky Sign: Speed of the cobra (Initiative) (+0)  
Languages: Common

**XP**

Name: \_\_\_\_\_

 <sup>(10)</sup> AC  
 <sup>(2)</sup> HP

Occupation: **Beekeeper**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	4	-2
Agility	9	0
Stamina	8	-1
Personality	7	-1
Intelligence	10	0
Luck	3	-3

Saves

Reflex	0
Fortitude	-1
Will	-1

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

Equipment

Starting Funds: 37 cp  
Jar of honey  
Chalk - 1 piece (1 cp)

Weapons

Staff -2 (1d4-2)

Notes

Lucky Sign: Birdsong (Number of languages) (-3)  
Languages: Common

**XP**