



Name: _____

 ⁽¹¹⁾
AC

 ⁽⁴⁾
HP

Occupation: **Astrologer**

Alignment: Law Neutral Chaos

	mod	
Strength	8	-1
Agility	15	1
Stamina	13	1
Personality	7	-1
Intelligence	10	0
Luck	12	0

Saves

Reflex	1
Fortitude	1
Will	-1

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

Equipment

Starting Funds: 42 cp
 Spyglass
 Mirror - hand-sized (10 gp)

Weapons


Dagger -1 (1d4-1)


Notes

Lucky Sign: Resisted temptation (Willpower saving throws) (+0)
 Languages: Common

XP

Name: _____

 ⁽⁹⁾
AC

 ⁽¹⁾
HP

Occupation: **Grave digger**

Alignment: Law Neutral Chaos

	mod	
Strength	7	-1
Agility	8	-1
Stamina	10	0
Personality	12	0
Intelligence	14	1
Luck	10	0

Saves

Reflex	-1
Fortitude	0
Will	0

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

Equipment

Starting Funds: 25 cp
 Trowel
 Chalk - 1 piece (1 cp)

Weapons

Shovel -1 (1d4-1)

Notes

Lucky Sign: Warrior's arm (Critical hit tables) (+0)
 Languages: Common, Minotaur

XP

Name: _____

 ⁽⁹⁾
AC

 ⁽³⁾
HP

Occupation: **Dwarven apothecarist**

Alignment: Law Neutral Chaos

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

Saves

Reflex	-1
Fortitude	0
Will	-1

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

Equipment

Starting Funds: 36 cp
 Steel vial
 Flint and steel (15 cp)

Weapons


Cudgel +0 (1d4)


Notes

Lucky Sign: Conceived on horseback (Mounted attack rolls) (+0)
 Languages: Common, Dwarf
 Dwarven ability: Infravision

XP

Name: _____

 ⁽⁹⁾
AC

 ⁽²⁾
HP

Occupation: **Grave digger**

Alignment: Law Neutral Chaos

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

Saves

Reflex	-1
Fortitude	0
Will	-1

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

Equipment

Starting Funds: 36 cp
 Trowel
 Mirror - hand-sized (10 gp)

Weapons

Shovel +0 (1d4)

Notes

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

XP