



Name: _____

 ⁽¹¹⁾ AC
 ⁽³⁾ HP

Occupation: **Minstrel**

Alignment: Law Neutral Chaos

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

Saves

Reflex	1
Fortitude	1
Will	1

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

Equipment

Starting Funds: 30 cp
Ukulele
Backpack (2 gp)

Weapons


Dagger +0 (1d4)

Notes

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

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽²⁾ HP

Occupation: **Barber**

Alignment: Law Neutral Chaos

		mod
Strength	11	0
Agility	11	0
Stamina	9	0
Personality	6	-1
Intelligence	12	0
Luck	5	-2

Saves

Reflex	0
Fortitude	0
Will	-1

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

Equipment

Starting Funds: 27 cp
Scissors
Flask - empty (3 cp)

Weapons



Razor +0 (1d4)

Notes

Lucky Sign: Four-leafed clover (Find secret doors) (-2)
Languages: Common

XP

Name: _____

 ⁽⁸⁾ AC
 ⁽⁶⁾ HP

Occupation: **Cobbler**

Alignment: Law Neutral Chaos

		mod
Strength	8	-1
Agility	4	-2
Stamina	16	2
Personality	13	1
Intelligence	10	0
Luck	13	1

Saves

Reflex	-2
Fortitude	2
Will	1

Speed **30** Init **-2**

Equipment

Starting Funds: 27 cp
Shoehorn
Flask - empty (3 cp)

Weapons


Awl -1 (1d4-1)

Notes

Lucky Sign: Conceived on horseback (Mounted attack rolls) (+1)
Languages: Common

XP

Name: _____

 ⁽¹¹⁾ AC
 ⁽²⁾ HP

Occupation: **Dwarven miner**

Alignment: Law Neutral Chaos

		mod
Strength	9	0
Agility	13	1
Stamina	11	0
Personality	13	1
Intelligence	9	0
Luck	12	0

Saves

Reflex	1
Fortitude	0
Will	1

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

Equipment

Starting Funds: 37 cp
Lantern
Pole - 10-foot (15 cp)

Weapons

Pick +0 (1d4)

Notes

Lucky Sign: Four-leafed clover (Find secret doors) (+0)
Languages: Common, Dwarf
Dwarven ability: Infravision

XP