

Name: _____

AC ⁽¹¹⁾HP ⁽⁴⁾Occupation: **Dock worker**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	1

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

Equipment

Starting Funds: 28 cp
1 late RPG book
Torch (1 cp)

Weapons

Pole +0 (1d4)

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

Notes

Lucky Sign: Seventh son (Spell checks) (+0)
Languages: Common

XP

Name: _____

AC ⁽⁹⁾HP ⁽⁴⁾Occupation: **Elven glassblower**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	0
Will	1

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

Equipment

Starting Funds: 26 cp
Glass beads
Thieves' tools (25 gp)

Weapons

Hammer -1 (1d4-1)

Strength	8	-1
Agility	7	-1
Stamina	11	0
Personality	13	1
Intelligence	13	1
Luck	11	0

Notes

Lucky Sign: The Broken Star (Fumbles) (+0)
Languages: Common, Elf, Dragon
Elven traits: Heightened senses, iron vulnerability

XP

Name: _____

AC ⁽¹⁰⁾HP ⁽⁴⁾Occupation: **Parsnip Farmer**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	-1

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

Equipment

Starting Funds: 42 cp
Goose
Rope - 50' (25 cp)

Weapons

Pitchfork +0 (1d8)

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

Notes

Lucky Sign: Four-leafed clover (Find secret doors) (-1)
Languages: Common, Orc

XP

Name: _____

AC ⁽¹¹⁾HP ⁽⁴⁾Occupation: **Woodcutter**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	2

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

Equipment

Starting Funds: 28 cp
Bundle of wood
Backpack (2 gp)

Weapons

Handaxe +0 (1d6)

Strength	12	0
Agility	14	1
Stamina	9	0
Personality	16	2
Intelligence	8	-1
Luck	10	0

Notes

Lucky Sign: Raised by wolves (Unarmed attack rolls) (+0)
Languages: Common

XP