



Name: _____

 ⁽¹¹⁾
AC

 ⁽¹⁾
HP

Occupation: **Indentured servant**

Alignment: Law Neutral Chaos

	mod	
Strength	11	0
Agility	13	1
Stamina	8	-1
Personality	12	0
Intelligence	13	1
Luck	18	3

Saves

Reflex	1
Fortitude	-1
Will	0

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

Equipment

Starting Funds: 25 cp
Locket
Oil - 1 flask (2 sp)

Weapons


Staff +0 (1d4)


Notes

Lucky Sign: Warrior's arm (Critical hit tables) (+3)
Languages: Common, Orc

XP

Name: _____

 ⁽⁸⁾
AC

 ⁽²⁾
HP

Occupation: **Dwarven stonemason**

Alignment: Law Neutral Chaos

	mod	
Strength	10	0
Agility	5	-2
Stamina	13	1
Personality	10	0
Intelligence	13	1
Luck	17	2

Saves

Reflex	-2
Fortitude	1
Will	0

Speed **20** Init **-2**

Equipment

Starting Funds: 22 cp
Fine stone (10 lbs)
Pole - 10-foot (15 cp)

Weapons


Hammer +0 (1d4)


Notes

Lucky Sign: Four-leafed clover (Find secret doors) (+2)
Languages: Common, Dwarf, Gnoll
Dwarven ability: Infravision

XP

Name: _____

 ⁽¹⁰⁾
AC

 ⁽²⁾
HP

Occupation: **Dwarven miner**

Alignment: Law Neutral Chaos

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

Saves

Reflex	0
Fortitude	0
Will	0

Speed **20** Init **0**

Equipment

Starting Funds: 28 cp
Lantern
Candle (1 cp)

Weapons


Pick +1 (1d4+1)


Notes

Lucky Sign: The Broken Star (Fumbles) (+0)
Languages: Common, Dwarf, Bugbear
Dwarven ability: Infravision

XP

Name: _____

 ⁽¹¹⁾
AC

 ⁽³⁾
HP

Occupation: **Dwarven chest-maker**

Alignment: Law Neutral Chaos

	mod	
Strength	5	-2
Agility	13	1
Stamina	10	0
Personality	7	-1
Intelligence	10	0
Luck	12	0

Saves

Reflex	1
Fortitude	0
Will	-1

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

Equipment

Starting Funds: 43 cp
Wood (10 lbs)
Thieves' tools (25 gp)

Weapons

Chisel -2 (1d4-2)

Notes

Lucky Sign: Guardian angel (Savings throws to escape traps) (+0)
Languages: Common, Dwarf
Dwarven ability: Infravision

XP