

Name: _____

 ⁽¹²⁾ AC
 ⁽³⁾ HP

Occupation: **Grave digger**

Alignment: Law Neutral Chaos

	mod	
Strength	10	0
Agility	16	2
Stamina	11	0
Personality	17	2
Intelligence	12	0
Luck	12	0

Saves
 Reflex **2** Speed **30** Init **2**
 Fortitude **0**
 Will **2**



Equipment
 Starting Funds: 33 cp
 Trowel
 Rope - 50' (25 cp)

Weapons
 Shovel +0 (1d4)

Notes

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

Name: _____

 ⁽¹⁰⁾ AC
 ⁽¹⁾ HP

Occupation: **Beekeeper**

Alignment: Law Neutral Chaos

	mod	
Strength	10	0
Agility	11	0
Stamina	7	-1
Personality	12	0
Intelligence	9	0
Luck	13	1

Saves
 Reflex **0** Speed **30** Init **0**
 Fortitude **0**
 Will **0**

Equipment
 Starting Funds: 31 cp
 Jar of honey
 Crowbar (2 gp)

Weapons
 Staff +0 (1d4)

Notes

Lucky Sign: Lived through famine (Fortitude saving throws) (+1)
 Languages: Common XP

Name: _____

 ⁽⁹⁾ AC
 ⁽¹⁾ HP

Occupation: **Elven falconer**

Alignment: Law Neutral Chaos

	mod	
Strength	9	0
Agility	6	-1
Stamina	10	0
Personality	10	0
Intelligence	10	0
Luck	8	-1

Saves
 Reflex **-1** Speed **30** Init **-1**
 Fortitude **0**
 Will **0**



Equipment
 Starting Funds: 28 cp
 Falcon
 Holy symbol (25 gp)

Weapons
 Dagger +0 (1d4-1)

Notes

Lucky Sign: Born on the battlefield (Damage rolls) (-1)
 Languages: English, Elf
 Elven traits: Heightened senses, iron vulnerability XP

Name: _____

 ⁽¹¹⁾ AC
 ⁽¹⁾ HP

Occupation: **Smuggler**

Alignment: Law Neutral Chaos

	mod	
Strength	13	1
Agility	13	1
Stamina	9	0
Personality	10	0
Intelligence	9	0
Luck	6	-1

Saves
 Reflex **1** Speed **30** Init **1**
 Fortitude **0**
 Will **-1**

Equipment
 Starting Funds: 35 cp
 Waterproof sack
 Oil - 1 flask (2 sp)

Weapons
 Sling +1 (1d4+1)

Notes

Lucky Sign: Resisted temptation (Willpower saving throws) (-1)
 Languages: Common XP