

Name: \_\_\_\_\_



AC (10)



HP (4)

Occupation:

Mercenary

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 31 cp  
Hide armor  
Lantern (10 gp)

Weapons

Longsword -1 (1d8-1)

Strength	7	-1
Agility	9	0
Stamina	14	1
Personality	9	0
Intelligence	17	2
Luck	12	0

Notes

Lucky Sign: Pack hunter (Attack/damage rolls for 0-level weapon) (+0)  
Languages: Common, Halfling, Alignment

XP

Name: \_\_\_\_\_



AC (10)



HP (4)

Occupation:

Guild beggar

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 26 cp  
Crutches  
Mirror - hand-sized (10 gp)

Weapons

Sling +0 (1d4+1)

Strength	14	1
Agility	11	0
Stamina	13	1
Personality	11	0
Intelligence	8	-1
Luck	7	-1

Notes

Lucky Sign: The bull (Melee attack rolls) (-1)  
Languages: Common

XP

Name: \_\_\_\_\_



AC (11)



HP (1)

Occupation:

Animal trainer

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	-3
Will	-1

Speed 30 Init 1

Equipment

Starting Funds: 32 cp  
Pony  
Pole - 10-foot (15 cp)

Weapons

Club -2 (1d4-2)

Strength	5	-2
Agility	15	1
Stamina	3	-3
Personality	7	-1
Intelligence	4	-2
Luck	9	0

Notes

Lucky Sign: Fox's cunning (Find/disable traps) (+0)  
Languages: Common

XP

Name: \_\_\_\_\_



AC (10)



HP (1)

Occupation:

Elven forester

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-2
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 38 cp  
Herbs (1 lb.)  
Chain 10' (30 gp)

Weapons

Staff +1 (1d4+1)

Strength	15	1
Agility	12	0
Stamina	5	-2
Personality	9	0
Intelligence	9	0
Luck	9	0

Notes

Lucky Sign: Four-leafed clover (Find secret doors) (+0)  
Languages: Common, Elf  
Elven traits: Heightened senses, iron vulnerability

XP