

Name: _____



AC (10)



HP (3)

Occupation: **Miller-baker**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

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

Equipment

Starting Funds: 28 cp
Flour (1 lb.)
Chalk - 1 piece (1 cp)

Weapons

Club +0 (1d4)

Strength	10	0
Agility	10	0
Stamina	11	0
Personality	10	0
Intelligence	10	0
Luck	11	0

Notes

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

XP

Name: _____



AC (10)



HP (4)

Occupation: **Weaver**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	0

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

Equipment

Starting Funds: 25 cp
Fine suit of clothes
Holy water (1 vial) (25 gp)

Weapons

Dagger +0 (1d4)

Strength	11	0
Agility	11	0
Stamina	14	1
Personality	11	0
Intelligence	10	0
Luck	9	0

Notes

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

XP

Name: _____



AC (10)



HP (1)

Occupation: **Dwarven miner**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	0

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

Equipment

Starting Funds: 26 cp
Lantern
Flint and steel (15 cp)

Weapons

Pick (as club) +0 (1d4)

Strength	9	0
Agility	9	0
Stamina	8	-1
Personality	11	0
Intelligence	13	1
Luck	16	2

Notes

Lucky Sign: Warrior's arm (Critical hit tables) (+2)
Languages: Common, Dwarf, Hobgoblin
Dwarven ability: Infravision

XP

Name: _____



AC (10)



HP (4)

Occupation: **Caravan guard**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	1

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

Equipment

Starting Funds: 24 cp
Linen (1 yard)
Rope - 50' (25 cp)

Weapons

Short sword -1 (1d6-1)

Strength	7	-1
Agility	12	0
Stamina	15	1
Personality	14	1
Intelligence	12	0
Luck	12	0

Notes

Lucky Sign: Birdsong (Number of languages) (+0)
Languages: Common

XP