

Name: _____



AC (10)



HP (3)

Occupation: **Corn Farmer**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	1

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

Equipment

Starting Funds: 37 cp
Goat
Rope - 50' (25 cp)

Weapons

Pitchfork (as spear) +0 (1d8-1)

Strength	9	0
Agility	11	0
Stamina	7	-1
Personality	13	1
Intelligence	8	-1
Luck	7	-1

Notes

Lucky Sign: Born on the battlefield (Damage rolls) (-1)
Languages: Common

XP

Name: _____



AC (10)



HP (1)

Occupation: **Corn Farmer**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

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

Equipment

Starting Funds: 37 cp
Duck
Chest - empty (2 gp)

Weapons

Pitchfork (as spear) -1 (1d8-1)

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

Notes

Lucky Sign: Righteous heart (Turn unholy checks) (+0)
Languages: Common

XP

Name: _____



AC (10)



HP (2)

Occupation: **Merchant**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	0

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

Equipment

Starting Funds: 47 cp
4 gp 14 sp 27 cp
Grappling hook (1 gp)

Weapons

Dagger -1 (1d4-1)

Strength	8	-1
Agility	11	0
Stamina	8	-1
Personality	10	0
Intelligence	9	0
Luck	17	2

Notes

Lucky Sign: Four-leafed clover (Find secret doors) (+2)
Languages: Common

XP

Name: _____



AC (8)



HP (2)

Occupation: **Dwarven apothecarist**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-2
Fortitude	0
Will	0

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

Equipment

Starting Funds: 37 cp
Steel vial
Flint and steel (15 cp)

Weapons

Cudgel (as staff) +1 (1d4+1)

Strength	14	1
Agility	4	-2
Stamina	12	0
Personality	11	0
Intelligence	10	0
Luck	13	1

Notes

Lucky Sign: Four-leafed clover (Find secret doors) (+1)
Languages: Common, Dwarf
Dwarven ability: Infravision

XP