

Name:

(9)

AC

(4)

HP

Occupation:

Herder

Alignment:

Law

Neutral

Chaos

Saves

Reflex

-1

Fortitude

0

Will

0

Speed

30

Init

-1

Equipment

Starting Funds: 39 cp
Herding dog
Rope - 50' (25 cp)

Strength

6

-1

Agility

7

-1

Stamina

12

0

Personality

11

0

Intelligence

7

-1

Luck

9

0

Weapons

Staff -1 (1d4-1)

Notes

Lucky Sign: The Broken Star (Fumbles) (+0)
Languages: Common

XP

Name:

(10)

AC

(2)

HP

Occupation:

Woodcutter

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

1

Will

1

Speed

30

Init

0

Equipment

Starting Funds: 31 cp
Bundle of wood
Backpack (2 gp)

Strength

12

0

Agility

10

0

Stamina

13

1

Personality

14

1

Intelligence

8

-1

Luck

10

0

Weapons

Handaxe +0 (1d6)

Notes

Lucky Sign: The bull (Melee attack rolls) (+0)
Languages: Common

XP

Name:

(10)

AC

(2)

HP

Occupation:

Grave digger

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

1

Will

0

Speed

30

Init

0

Equipment

Starting Funds: 39 cp
Trowel
Candle (1 cp)

Strength

13

1

Agility

11

0

Stamina

13

1

Personality

10

0

Intelligence

13

1

Luck

12

0

Weapons

Shovel (as staff) +1 (1d4+1)

Notes

Lucky Sign: Survived a spider bite (Saving throws against poison) (+0)
Languages: Common, Halfling

XP

Name:

(9)

AC

(1)

HP

Occupation:

Barber

Alignment:

Law

Neutral

Chaos

Saves

Reflex

-1

Fortitude

-1

Will

1

Speed

30

Init

-1

Equipment

Starting Funds: 17 cp
Scissors
Chalk - 1 piece (1 cp)

Strength

6

-1

Agility

7

-1

Stamina

8

-1

Personality

13

1

Intelligence

8

-1

Luck

9

0

Weapons

Razor (as dagger) -1 (1d4-1)

Notes

Lucky Sign: Lived through famine (Fortitude saving throws) (+0)
Languages: Common

XP