

Name: _____



AC (9)



HP (2)

Occupation: **Lard-slapper**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	0
Will	1

Speed **30** Init **-1**

Equipment

Starting Funds: 30 cp
Tub o' man-fat
Chain 10' (30 gp)

Weapons

Massive spatula -1 (1d4-1)

Notes

Lucky Sign: The Broken Star (Fumbles) (+2)
Languages: Common

XP

Name: _____



AC (11)



HP (2)

Occupation: **Meat-brawler**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	0

Speed **30** Init **1**

Equipment

Starting Funds: 32 cp
Leather apron
Holy water (1 vial) (25 gp)

Weapons

Side of meat +0 (1d4)

Notes

Lucky Sign: Birdsong (Number of languages) (+1)
Languages: Common, Ogre

XP

Name: _____



AC (11)



HP (4)

Occupation: **Under-strainer**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	0

Speed **30** Init **1**

Equipment

Starting Funds: 29 cp
Sewer-trinkets
Lantern (10 gp)

Weapons

Large sieve +0 (1d4)

Notes

Lucky Sign: Harsh winter (All attack rolls) (+0)
Languages: Common

XP

Name: _____



AC (10)



HP (1)

Occupation: **Cat-nipper**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	-1

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

Equipment

Starting Funds: 32 cp
catnip and box o' mice
Lantern (10 gp)

Weapons

Dead cat -1 (1d3-1)

Notes

Lucky Sign: Seventh son (Spell checks) (-2)
Languages: Common

XP