

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



AC (10)



HP (2)

Occupation:

Spice-muddler

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	3

Speed 30 Init 0

Equipment

Starting Funds: 23 cp  
Large sieve  
Sack (large) (12 cp)

Weapons

Secateurs +0 (1d4)

Strength	9	0
Agility	10	0
Stamina	8	-1
Personality	18	3
Intelligence	11	0
Luck	12	0

Notes

Lucky Sign: Four-leafed clover (Find secret doors) (+0)  
Languages: Common

XP

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



AC (10)



HP (1)

Occupation:

Plot-smoker

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	1

Speed 30 Init 0

Equipment

Starting Funds: 34 cp  
Book of scribbles and smoking pipe  
Rope - 50' (25 cp)

Weapons

Quill +0 (1d4-1)

Strength	7	-1
Agility	10	0
Stamina	8	-1
Personality	14	1
Intelligence	15	1
Luck	13	1

Notes

Lucky Sign: Lived through famine (Fortitude saving throws) (+1)  
Languages: Common, Lizard Man

XP

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



AC (7)



HP (4)

Occupation:

Gift-taker

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	0
Will	-1

Speed 30 Init -1

Equipment

Starting Funds: 39 cp  
Sack o' stolen presents  
Holy water (1 vial) (25 gp)

Weapons

Hook staff -1 (1d8-1)

Strength	8	-1
Agility	8	-1
Stamina	9	0
Personality	7	-1
Intelligence	15	1
Luck	4	-2

Notes

Lucky Sign: Charmed house (Armor Class) (-2)  
Languages: Common, Goblin

XP

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



AC (11)



HP (1)

Occupation:

Horn-swoggler

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	0

Speed 30 Init 1

Equipment

Starting Funds: 28 cp  
Deck of marked cards  
Oil - 1 flask (2 gp)

Weapons

Begging bowl -1 (1d3-1)

Strength	7	-1
Agility	13	1
Stamina	9	0
Personality	12	0
Intelligence	6	-1
Luck	11	0

Notes

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

XP