



Name: _____

 ⁽¹¹⁾ AC
 ⁽³⁾ HP

Occupation: **Rat-chandler**

Alignment: Law Neutral Chaos

	mod	
Strength	14	1
Agility	16	2
Stamina	14	1
Personality	9	0
Intelligence	12	0
Luck	8	-1

Saves
Reflex 2 **Speed** 30 **Init** 2
Fortitude 1
Will 0

Equipment
 Starting Funds: 44 cp
 Chest o' rats and wax and wicks
 Holy water (1 vial) (25 gp)

Weapons
Dagger +1 (1d4+1)

Notes

Lucky Sign: Charmed house (Armor Class) (-1)
 Languages: Common

XP

Name: _____

 ⁽⁹⁾ AC
 ⁽¹⁾ HP

Occupation: **Sweat-milker**

Alignment: Law Neutral Chaos

	mod	
Strength	12	0
Agility	8	-1
Stamina	7	-1
Personality	12	0
Intelligence	12	0
Luck	12	0

Saves
Reflex -1 **Speed** 30 **Init** -1
Fortitude -1
Will 0

Equipment
 Starting Funds: 41 cp
 Apron
 Iron spike (1 sp)



Weapons
Wooden pail +0 (1d4)

Notes

Lucky Sign: Pack hunter (Attack/damage rolls for 0-level weapon) (+0)
 Languages: Common

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽³⁾ HP

Occupation: **Lick-spitter**

Alignment: Law Neutral Chaos

	mod	
Strength	14	1
Agility	9	0
Stamina	13	1
Personality	11	0
Intelligence	17	2
Luck	13	1

Saves
Reflex 0 **Speed** 30 **Init** 0
Fortitude 1
Will 0

Equipment
 Starting Funds: 33 cp
 Breath mints
 Rations (1 day) (5 cp)



Weapons
Wooden pail +1 (1d4+1)

Notes

Lucky Sign: Unholy house (Corruption rolls) (+1)
 Languages: Common, Halfling, Dwarf

XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽¹⁾ HP

Occupation: **Tongue-dancer**

Alignment: Law Neutral Chaos

	mod	
Strength	12	0
Agility	10	0
Stamina	8	-1
Personality	15	1
Intelligence	8	-1
Luck	8	-1

Saves
Reflex 0 **Speed** 30 **Init** 0
Fortitude -2
Will 1

Equipment
 Starting Funds: 38 cp
 Vial of hallucinogenic delights
 Waterskin (5 sp)

Weapons
Ribbons +0 (1)

Notes

Lucky Sign: Lived through famine (Fortitude saving throws) (-1)
 Languages: Common

XP