Source: Jez | Roll Mode: 3d6 | HP: normal | Augur: normal | Roll Avg: 10.4 | Mod Sum: -2

Name: _____

AC (8) HP (3)

Occupation: Muck-racker

Alignment: Law Neutral Chaos

		mod
Strength	10	0
Agility	4	-2
Stamina	8	-1
Personality	10	0
Intelligence	9	0
Luck	11	0

Saves

Reflex	-2
Fortitude	-1
Will	0

Speed 30 Init -2

Weapons
- Crusty rake +0 (1d10)

Equipment
- Starting Funds: 27 cp
- Soiled smock
- Holy symbol (25 gp)

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

XP

Name: _____

AC (10) HP (3)

Occupation: Word-tamer

Alignment: Law Neutral Chaos

		mod
Strength	13	1
Agility	12	0
Stamina	7	-1
Personality	11	0
Intelligence	17	2
Luck	12	0

Saves

Reflex	0
Fortitude	-1
Will	0

Speed 30 Init 0

Weapons
- Heavy dictionary +1 (1d3+1)

Equipment
- Starting Funds: 15 cp
- Ink and quill
- Grappling hook (1 gp)

Notes
- Lucky Sign: The raging storm (Spell damage) (+0)
- Languages: Common, Hobgoblin, Orc

XP

Name: _____

AC (11) HP (3)

Occupation: Book-creeper

Alignment: Law Neutral Chaos

		mod
Strength	17	2
Agility	14	1
Stamina	8	-1
Personality	16	2
Intelligence	8	-1
Luck	9	0

Saves

Reflex	1
Fortitude	-1
Will	2

Speed 30 Init 1

Weapons
- Sheperd's crook +2 (1d4+2)

Equipment
- Starting Funds: 23 cp
- Ledger of neighbor's offences
- Backpack (2 gp)

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

XP

Name: _____

AC (8) HP (4)

Occupation: Pelt-biter

Alignment: Law Neutral Chaos

		mod
Strength	5	-2
Agility	5	-2
Stamina	12	0
Personality	14	1
Intelligence	10	0
Luck	7	-1

Saves

Reflex	-2
Fortitude	0
Will	1

Speed 30 Init -2

Weapons
- Skinning knife -3 (1d4-3)

Equipment
- Starting Funds: 17 cp
- Animal hide
- Rope - 50' (25 cp)

Notes
- Lucky Sign: Pack hunter (Attack/damage rolls for 0-level weapon) (-1)
- Languages: Common

XP