Name:

AC (10) HP (4)

Occupation: Alchemist

Alignment: Law Neutral Chaos

		mod
Strength	9	0
Agility	10	0
Stamina	9	0
Personality	5	-2
Intelligence	9	0
Luck	16	2

Saves

Reflex	0
Fortitude	0
Will	-2

Speed 30 Init 0

Weapons
- Staff +0 (1d4)

Equipment
- Starting Funds: 36 cp
- Oil (1 flask)
- Grappling hook (1 gp)

Notes
- Lucky Sign: Righteous heart (Turn unholy checks) (+2)
- Languages: Common

XP

Name:

AC (10) HP (3)

Occupation: Parsnip Farmer

Alignment: Law Neutral Chaos

		mod
Strength	7	-1
Agility	11	0
Stamina	14	1
Personality	12	0
Intelligence	9	0
Luck	15	1

Saves

Reflex	1
Fortitude	2
Will	1

Speed 30 Init 0

Weapons
- Pitchfork -1 (1d8-1)

Equipment
- Starting Funds: 30 cp
- Goose
- Candle (1 cp)

Notes
- Lucky Sign: Lucky sign (Saving throws) (+1)
- Languages: Common

XP

Name:

AC (10) HP (1)

Occupation: Beadle

Alignment: Law Neutral Chaos

		mod
Strength	18	3
Agility	12	0
Stamina	12	0
Personality	7	-1
Intelligence	7	-1
Luck	16	2

Saves

Reflex	2
Fortitude	2
Will	1

Speed 30 Init 0

Weapons
- Staff +3 (1d4+3)

Equipment
- Starting Funds: 28 cp
- Holy Symbol
- Oil - 1 flask (2 sp)

Notes
- Lucky Sign: Lucky sign (Saving throws) (+2)
- Languages: Common

XP

Name:

AC (10) HP (1)

Occupation: Herder

Alignment: Law Neutral Chaos

		mod
Strength	7	-1
Agility	9	0
Stamina	7	-1
Personality	6	-1
Intelligence	13	1
Luck	15	1

Saves

Reflex	1
Fortitude	0
Will	0

Speed 30 Init 0

Weapons
- Staff -1 (1d4-1)

Equipment
- Starting Funds: 37 cp
- Herding dog
- Candle (1 cp)

Notes
- Lucky Sign: Lucky sign (Saving throws) (+1)
- Languages: Common, Dwarf

XP