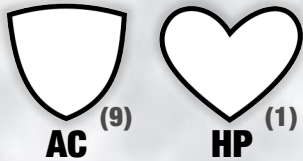


Name: \_\_\_\_\_



Occupation: **Butcher**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	16	2
Agility	8	-1
Stamina	11	0
Personality	12	0
Intelligence	13	1
Luck	16	2

Saves

Reflex	-1
Fortitude	0
Will	0

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

Equipment

Starting Funds: 29 cp  
Side of beef  
Flint and steel (15 cp)

Weapons

Cleaver (as axe) +2 (1d6+2)

Notes

Lucky Sign: Righteous heart (Turn unholy checks) (+2)  
Languages: Common, Hobgoblin

**XP**

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



Occupation: **Slave**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	11	0
Agility	8	-1
Stamina	10	0
Personality	10	0
Intelligence	8	-1
Luck	12	0

Saves

Reflex	-1
Fortitude	0
Will	0

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

Equipment

Starting Funds: 47 cp  
Strange-looking rock  
Iron spike (1 sp)

Weapons

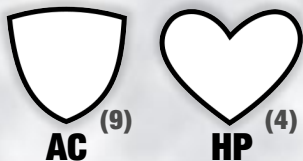
Club +0 (1d4)

Notes

Lucky Sign: Hawkeye (Missile fire damage rolls) (+0)  
Languages: Common

**XP**

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



Occupation: **Gongfarmer**

Alignment:  Law  Neutral  Chaos

	mod	
Strength	10	0
Agility	6	-1
Stamina	13	1
Personality	7	-1
Intelligence	5	-2
Luck	10	0

Saves

Reflex	-1
Fortitude	1
Will	-1

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

Equipment

Starting Funds: 44 cp  
Sack of night soil  
Grappling hook (1 gp)

Weapons

Trowel +0 (1d4)

Notes

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

**XP**

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



Occupation: **Dwarven blacksmith**

Alignment:  Law  Neutral  Chaos

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

Saves

Reflex	-1
Fortitude	0
Will	1

Speed **20** Init **-1**

Equipment

Starting Funds: 31 cp  
Mithril (1 oz.)  
Flint and steel (15 cp)

Weapons

Hammer +0 (1d4)

Notes

Lucky Sign: Survived the plague (Magical healing) (+0)  
Languages: English, Dwarf  
Dwarven ability: Infravision

**XP**