

Name:

(11)

(4)

Occupation:

Woodcutter

Alignment:

Law

Neutral

Chaos

Saves

Reflex

1

Fortitude

0

Will

0

Speed

30

Init

1

Equipment

Starting Funds: 26 cp  
Bundle of wood  
Torch (1 cp)

Strength

16

2

Agility

14

1

Stamina

11

0

Personality

10

0

Intelligence

13

1

Luck

10

0

Weapons

Handaxe +2 (1d6+2)

Notes

Lucky Sign: Bountiful harvest (Hit points, applies each level) (+0)  
Languages: Common, Alignment

XP

Name:

(10)

(6)

Occupation:

Healer

Alignment:

Law

Neutral

Chaos

Saves

Reflex

-1

Fortitude

1

Will

0

Speed

30

Init

0

Equipment

Starting Funds: 33 cp  
Holy water (1 vial)  
Sack (large) (12 cp)

Strength

11

0

Agility

9

0

Stamina

16

2

Personality

15

1

Intelligence

8

-1

Luck

6

-1

Weapons

Club +0 (1d4)

Notes

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

XP

Name:

(10)

(1)

Occupation:

Grave digger

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

0

Will

2

Speed

30

Init

0

Equipment

Starting Funds: 24 cp  
Trowel  
Chain 10' (30 gp)

Strength

8

-1

Agility

12

0

Stamina

9

0

Personality

16

2

Intelligence

16

2

Luck

13

1

Weapons

Shovel -1 (1d4-1)

Notes

Lucky Sign: Fox's cunning (Find/disable traps) (+1)  
Languages: Common, Minotaur, Alignment

XP

Name:

(10)

(1)

Occupation:

Ostler

Alignment:

Law

Neutral

Chaos

Saves

Reflex

0

Fortitude

0

Will

0

Speed

30

Init

0

Equipment

Starting Funds: 27 cp  
Bridle  
Crowbar (2 gp)

Strength

11

0

Agility

9

0

Stamina

4

-2

Personality

10

0

Intelligence

7

-1

Luck

16

2

Weapons

Staff +0 (1d4)

Notes

Lucky Sign: Lived through famine (Fortitude saving throws) (+2)  
Languages: Common

XP