

Name: _____

AC ⁽¹⁰⁾HP ⁽¹⁾Occupation: **Mercenary**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

Speed **30** Init **0**

Equipment

Starting Funds: 37 cp
Hide armor
Candle (1 cp)

Weapons

Longsword +1 (1d8+1)

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

Notes

Lucky Sign: Righteous heart (Turn unholy checks) (-1)
Languages: Common

XP

Name: _____

AC ⁽¹¹⁾HP ⁽⁵⁾Occupation: **Scribe**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	1
Will	-1

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

Equipment

Starting Funds: 25 cp
Parchment (10 sheets)
Pole - 10-foot (15 cp)

Weapons

Dart +1 (1d4+1)

Strength	13	1
Agility	14	1
Stamina	13	1
Personality	7	-1
Intelligence	7	-1
Luck	10	0

Notes

Lucky Sign: The raging storm (Spell damage) (+0)
Languages: Common

XP

Name: _____

AC ⁽⁹⁾HP ⁽⁴⁾Occupation: **Wizard's apprentice**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	0
Will	-1

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

Equipment

Starting Funds: 39 cp
Black grimoire
Flint and steel (15 cp)

Weapons

Dagger +0 (1d4)

Strength	10	0
Agility	7	-1
Stamina	9	0
Personality	8	-1
Intelligence	6	-1
Luck	10	0

Notes

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

XP

Name: _____

AC ⁽¹⁰⁾HP ⁽³⁾Occupation: **Elven forester**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	-1

Speed **30** Init **0**

Equipment

Starting Funds: 35 cp
Herbs (1 lb.)
Oil - 1 flask (2 sp)

Weapons

Staff +0 (1d4)

Strength	10	0
Agility	9	0
Stamina	12	0
Personality	6	-1
Intelligence	11	0
Luck	7	-1

Notes

Lucky Sign: Four-leafed clover (Find secret doors) (-1)
Languages: Common, Elf
Elven traits: Heightened senses, iron vulnerability

XP