

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



AC (11)



HP (1)

Occupation:

Elven artisan

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	-1

Speed 30 Init 1

Equipment

Starting Funds: 48 cp  
Clay (1 lb.)  
Flint and steel (15 cp)

Weapons

Staff +1 (1d4+1)

Strength	13	1
Agility	13	1
Stamina	10	0
Personality	6	-1
Intelligence	7	-1
Luck	11	0

Notes

Lucky Sign: Resisted temptation (Willpower saving throws) (+0)  
Languages: Common  
Elven traits: Heightened senses, iron vulnerability

XP

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



AC (10)



HP (6)

Occupation:

Alchemist

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	2
Will	1

Speed 30 Init 0

Equipment

Starting Funds: 29 cp  
Oil (1 flask)  
Rope - 50' (25 cp)

Weapons

Staff +1 (1d4+1)

Strength	14	1
Agility	9	0
Stamina	17	2
Personality	14	1
Intelligence	8	-1
Luck	10	0

Notes

Lucky Sign: Guardian angel (Savings throws to escape traps) (+0)  
Languages: Common

XP

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



AC (11)



HP (1)

Occupation:

Woodcutter

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	-1
Will	-1

Speed 30 Init 1

Equipment

Starting Funds: 22 cp  
Bundle of wood  
Waterskin (5 sp)

Weapons

Handaxe +0 (1d6)

Strength	11	0
Agility	13	1
Stamina	6	-1
Personality	7	-1
Intelligence	9	0
Luck	9	0

Notes

Lucky Sign: Righteous heart (Turn unholy checks) (+0)  
Languages: Common

XP

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



AC (10)



HP (4)

Occupation:

Dock worker

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 40 cp  
1 late RPG book  
Waterskin (5 sp)

Weapons

Pole +0 (1d4+1)

Strength	12	0
Agility	11	0
Stamina	12	0
Personality	12	0
Intelligence	11	0
Luck	13	1

Notes

Lucky Sign: Path of the bear (Melee damage rolls) (+1)  
Languages: Common

XP