



Name: _____

 ⁽⁹⁾ AC
 ⁽¹⁾ HP

Occupation: **Scribe**

Alignment: Law Neutral Chaos

	mod	
Strength	13	1
Agility	7	-1
Stamina	9	0
Personality	9	0
Intelligence	12	0
Luck	14	1



Saves
Reflex -1 **Speed** 30 **Init** -1
Fortitude 0
Will 0

Equipment
 Starting Funds: 43 cp
 Parchment (10 sheets)
 Waterskin (5 sp)

Weapons
Dart +0 (1d4+2)

Notes
 Lucky Sign: Pack hunter (Attack/damage rolls for 0-level weapon) (+1)
 Languages: Common
 XP

Name: _____

 ⁽¹¹⁾ AC
 ⁽¹⁾ HP

Occupation: **Trapper**

Alignment: Law Neutral Chaos

	mod	
Strength	11	0
Agility	15	1
Stamina	12	0
Personality	7	-1
Intelligence	8	-1
Luck	12	0



Saves
Reflex 1 **Speed** 30 **Init** 1
Fortitude 0
Will -1

Equipment
 Starting Funds: 35 cp
 Badger pelt
 Holy symbol (25 gp)

Weapons
Sling +1 (1d4)

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

Name: _____

 ⁽⁹⁾ AC
 ⁽⁴⁾ HP

Occupation: **Jeweler**

Alignment: Law Neutral Chaos

	mod	
Strength	15	1
Agility	7	-1
Stamina	13	1
Personality	6	-1
Intelligence	12	0
Luck	12	0



Saves
Reflex -1 **Speed** 30 **Init** -1
Fortitude 1
Will -1

Equipment
 Starting Funds: 39 cp
 Gem worth 20 gp
 Candle (1 cp)

Weapons
Dagger +1 (1d4+1)

Notes
 Lucky Sign: Wild child (Speed, each +1 = +5' speed) (+0)
 Languages: Common
 XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽²⁾ HP

Occupation: **Elven barrister**

Alignment: Law Neutral Chaos

	mod	
Strength	13	1
Agility	10	0
Stamina	10	0
Personality	9	0
Intelligence	4	-2
Luck	13	1

Saves
Reflex 0 **Speed** 30 **Init** 0
Fortitude 0
Will 0

Equipment
 Starting Funds: 12 cp
 Book
 Oil - 1 flask (2 sp)

Weapons
Quill +0 (1d4+1)

Notes
 Lucky Sign: Survived the plague (Magical healing) (+1)
 Languages: English, Elf
 Elven traits: Heightened senses, iron vulnerability
 XP