

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

AC <sup>(11)</sup>HP <sup>(3)</sup>

Occupation:

Halfling trader

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	0
Will	1

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

Equipment

Starting Funds: 27 cp  
20 sp  
Iron spike (1 sp)

Weapons

Short sword -1 (1d6-1)

Strength	8	-1
Agility	14	1
Stamina	11	0
Personality	13	1
Intelligence	14	1
Luck	11	0

Notes

Lucky Sign: The bull (Melee attack rolls) (+0)  
Languages: Common, Halfling, Bugbear  
Halfling ability: Infravision

XP

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

AC <sup>(10)</sup>HP <sup>(3)</sup>

Occupation:

Elven forester

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	-1

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

Equipment

Starting Funds: 41 cp  
Herbs (1 lb.)  
Rations (1 day) (5 cp)

Weapons

Staff +0 (1d4)

Strength	12	0
Agility	11	0
Stamina	9	0
Personality	8	-1
Intelligence	12	0
Luck	12	0

Notes

Lucky Sign: Fox's cunning (Find/disable traps) (+0)  
Languages: Common, Elf  
Elven traits: Heightened senses, iron vulnerability

XP

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

AC <sup>(9)</sup>HP <sup>(1)</sup>

Occupation:

Trapper

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	-2
Will	0

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

Equipment

Starting Funds: 26 cp  
Badger pelt  
Sack (small) (8 cp)

Weapons

Sling -1 (1d4-1)

Strength	8	-1
Agility	8	-1
Stamina	4	-2
Personality	11	0
Intelligence	4	-2
Luck	9	0

Notes

Lucky Sign: Four-leafed clover (Find secret doors) (+0)  
Languages: Common

XP

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

AC <sup>(9)</sup>HP <sup>(2)</sup>

Occupation:

Smuggler

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	0
Will	0

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

Equipment

Starting Funds: 40 cp  
Waterproof sack  
Torch (1 cp)

Weapons

Sling -1 (1d4)

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

Notes

Lucky Sign: Four-leafed clover (Find secret doors) (-1)  
Languages: Common

XP