

Name: _____



AC (11)



HP (1)

Occupation: **Gambler**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	-2
Will	0

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

Equipment

Starting Funds: 15 cp
Dice
Flint and steel (15 cp)

Weapons

Club -1 (1d4-1)

Strength	8	-1
Agility	15	1
Stamina	5	-2
Personality	12	0
Intelligence	4	-2
Luck	11	0

Notes

Lucky Sign: Struck by lightning (Reflex saving throws) (+0)
Languages: Common

XP

Name: _____



AC (10)



HP (1)

Occupation: **Jeweler**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	-1
Will	-1

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

Equipment

Starting Funds: 31 cp
Gem worth 20 gp
Lantern (10 gp)

Weapons

Dagger +0 (1d4)

Strength	10	0
Agility	11	0
Stamina	7	-1
Personality	8	-1
Intelligence	8	-1
Luck	12	0

Notes

Lucky Sign: Lived through famine (Fortitude saving throws) (+0)
Languages: Common

XP

Name: _____



AC (8)



HP (4)

Occupation: **Fortune-teller**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-2
Fortitude	0
Will	-1

Speed **30** Init **-2**

Equipment

Starting Funds: 33 cp
Tarot deck
Crowbar (2 gp)

Weapons

Dagger +0 (1d4)

Strength	11	0
Agility	5	-2
Stamina	11	0
Personality	8	-1
Intelligence	10	0
Luck	11	0

Notes

Lucky Sign: Birdsong (Number of languages) (+0)
Languages: Common

XP

Name: _____



AC (10)



HP (2)

Occupation: **Astrologer**

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

Speed **25** Init **0**

Equipment

Starting Funds: 41 cp
Spyglass
Chest - empty (2 gp)

Weapons

Dagger -2 (1d4-2)

Strength	5	-2
Agility	11	0
Stamina	12	0
Personality	12	0
Intelligence	11	0
Luck	7	-1

Notes

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

XP