Name:

AC (11) HP (3)

Occupation: Wainwright

Alignment: Law Neutral Chaos

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

Saves

Reflex	1
Fortitude	-1
Will	-1

Speed 30 Init 1

Weapons
- Club +0 (1d4)

Equipment
- Starting Funds: 31 cp
- Cart: empty
- Chest - empty (2 gp)

Notes
- Lucky Sign: Fox's cunning (Find/disable traps) (+0)
- Languages: Common, Elf

XP

Name:

AC (10) HP (4)

Occupation: Dwarven rat-catcher

Alignment: Law Neutral Chaos

		mod
Strength	10	0
Agility	10	0
Stamina	9	0
Personality	9	0
Intelligence	15	1
Luck	11	0

Saves

Reflex	0
Fortitude	0
Will	0

Speed 20 Init 0

Weapons
- Club +0 (1d4)

Equipment
- Starting Funds: 22 cp
- Net
- Waterskin (5 sp)

Notes
- Lucky Sign: The raging storm (Spell damage) (+0)
- Languages: Common, Dwarf, Orc
- Dwarven ability: Infravision

XP

Name:

AC (9) HP (5)

Occupation: Outlaw

Alignment: Law Neutral Chaos

		mod
Strength	10	0
Agility	8	-1
Stamina	16	2
Personality	3	-3
Intelligence	15	1
Luck	9	0

Saves

Reflex	-1
Fortitude	2
Will	-3

Speed 30 Init -1

Weapons
- Short sword +0 (1d6)

Equipment
- Starting Funds: 43 cp
- Leather armor
- Holy symbol (25 gp)

Notes
- Lucky Sign: Fortunate date (Missile fire attack rolls) (+0)
- Languages: Common, Goblin

XP

Name:

AC (12) HP (4)

Occupation: Miller-baker

Alignment: Law Neutral Chaos

		mod
Strength	8	-1
Agility	16	2
Stamina	10	0
Personality	10	0
Intelligence	12	0
Luck	9	0

Saves

Reflex	2
Fortitude	0
Will	0

Speed 30 Init 2

Weapons
- Club -1 (1d4-1)

Equipment
- Starting Funds: 31 cp
- Flour (1 lb.)
- Mirror - hand-sized (10 gp)

Notes
- Lucky Sign: Conceived on horseback (Mounted attack rolls) (+0)
- Languages: Common

XP