

Name: _____



AC (9)



HP (5)

Occupation:

Smuggler(Wharf Town)

Alignment:



Law



Neutral



Chaos

Saves

Reflex	-1
Fortitude	2
Will	0

Speed 30 Init -1

Equipment

Starting Funds: 37 cp
 Hooded lantern
 Holy symbol (25 gp)

Weapons

Short sword +1 (1d6+1)

Strength	15	1
Agility	7	-1
Stamina	17	2
Personality	9	0
Intelligence	6	-1
Luck	10	0

Notes

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

XP

Name: _____



AC (10)



HP (3)

Occupation:

Vagrant(Bazaar of the Gods)

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	1
Will	1

Speed 30 Init 0

Equipment

Starting Funds: 33 cp
 Empty wineskin
 Torch (1 cp)

Weapons

Dagger -1 (1d4-1)

Strength	6	-1
Agility	10	0
Stamina	13	1
Personality	13	1
Intelligence	12	0
Luck	11	0

Notes

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

XP

Name: _____



AC (10)



HP (2)

Occupation:

Seer(Souk)

Alignment:



Law



Neutral



Chaos

Saves

Reflex	0
Fortitude	0
Will	0

Speed 30 Init 0

Equipment

Starting Funds: 28 cp
 Crystal orb
 Crowbar (2 gp)

Weapons

Dagger +1 (1d4+1)

Strength	15	1
Agility	9	0
Stamina	11	0
Personality	10	0
Intelligence	17	2
Luck	13	1

Notes

Lucky Sign: Fox's cunning (Find/disable traps) (+1)
 Languages: Common, Alignment, Hobgoblin

XP

Name: _____



AC (13)



HP (2)

Occupation:

Halfling Trader(Northside)

Alignment:



Law



Neutral



Chaos

Saves

Reflex	1
Fortitude	1
Will	1

Speed 20 Init 1

Equipment

Starting Funds: 33 cp
 Pony
 Torch (1 cp)

Weapons

Sling +1 (1d4)

Strength	12	0
Agility	13	1
Stamina	15	1
Personality	15	1
Intelligence	10	0
Luck	17	2

Notes

Lucky Sign: Charmed house (Armor Class) (+2)
 Languages: Common, Halfling
 Halfling ability: Infravision

XP