Name:

AC (8) HP (2)

Occupation: Sellsword(New City)

Alignment: Law Neutral Chaos

		mod
Strength	5	-2
Agility	5	-2
Stamina	9	0
Personality	12	0
Intelligence	12	0
Luck	8	-1

Saves

Reflex	-2
Fortitude	0
Will	0

Speed 30 **Init** -2

Weapons

- Longsword -2 (1d8-2)

Equipment

Starting Funds: 22 cp
Fine cloak
Sack (small) (8 cp)

Notes

Lucky Sign: Bountiful harvest (Hit points, applies each level) (-1)
Languages: Common

XP

Name:

AC (8) HP (3)

Occupation: Clockmaker(New City)

Alignment: Law Neutral Chaos

		mod
Strength	11	0
Agility	4	-2
Stamina	8	-1
Personality	6	-1
Intelligence	7	-1
Luck	18	3

Saves

Reflex	-2
Fortitude	-1
Will	-1

Speed 30 **Init** -2

Weapons

- Walking stick +0 (1d4)

Equipment

Starting Funds: 34 cp
Fine tools
Grappling hook (1 gp)

Notes

Lucky Sign: Four-leafed clover (Find secret doors) (+3)
Languages: Common

XP

Name:

AC (10) HP (4)

Occupation: Outlaw(Blackswamp)

Alignment: Law Neutral Chaos

		mod
Strength	13	1
Agility	12	0
Stamina	15	1
Personality	10	0
Intelligence	12	0
Luck	5	-2

Saves

Reflex	0
Fortitude	1
Will	0

Speed 30 **Init** 0

Weapons

- Shortbow +0 (1d6)

Equipment

Starting Funds: 25 cp
Wanted poster
Holy water (1 vial) (25 gp)

Notes

Lucky Sign: The raging storm (Spell damage) (-2)
Languages: Common

XP

Name:

AC (9) HP (3)

Occupation: Press Ganger(Slaver's Hold)

Alignment: Law Neutral Chaos

		mod
Strength	10	0
Agility	7	-1
Stamina	8	-1
Personality	18	3
Intelligence	7	-1
Luck	11	0

Saves

Reflex	-1
Fortitude	-1
Will	3

Speed 30 **Init** -1

Weapons

- Club +0 (1d4)

Equipment

Starting Funds: 32 cp
Sack of wine
Sack (small) (8 cp)

Notes

Lucky Sign: Guardian angel (Savings throws to escape traps) (+0)
Languages: Common

XP