



Name: _____

 ⁽¹⁰⁾ AC
 ⁽²⁾ HP

Occupation: **Agitator(Wharf Town)**

Alignment: Law Neutral Chaos

	mod	
Strength	14	1
Agility	9	0
Stamina	11	0
Personality	8	-1
Intelligence	9	0
Luck	7	-1



Saves
Reflex -1 **Speed** 30 **Init** 0
Fortitude 0
Will -1

Equipment
 Starting Funds: 37 cp
 Leaflets
 Sack (large) (12 cp)

Weapons
Club +1 (1d4+1)

Notes
 Lucky Sign: Struck by lightning (Reflex saving throws) (-1)
 Languages: Common
 XP

Name: _____

 ⁽¹¹⁾ AC
 ⁽²⁾ HP

Occupation: **Thug(Old City)**

Alignment: Law Neutral Chaos

	mod	
Strength	15	1
Agility	13	1
Stamina	8	-1
Personality	8	-1
Intelligence	10	0
Luck	12	0



Saves
Reflex 1 **Speed** 30 **Init** 1
Fortitude -1
Will -1

Equipment
 Starting Funds: 33 cp
 Scarf
 Flint and steel (15 cp)

Weapons
Club +1 (1d4+1)

Notes
 Lucky Sign: Charmed house (Armor Class) (+0)
 Languages: Common
 XP

Name: _____

 ⁽¹⁰⁾ AC
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Occupation: **Junkman(Blackswamp)**

Alignment: Law Neutral Chaos

	mod	
Strength	9	0
Agility	11	0
Stamina	6	-1
Personality	12	0
Intelligence	9	0
Luck	6	-1



Saves
Reflex 0 **Speed** 30 **Init** 0
Fortitude -1
Will 0

Equipment
 Starting Funds: 34 cp
 Sack of stones
 Hammer - small (5 sp)

Weapons
Sling -1 (1d4)

Notes
 Lucky Sign: Harsh winter (All attack rolls) (-1)
 Languages: Common
 XP

Name: _____

 ⁽¹⁰⁾ AC
 ⁽¹⁾ HP

Occupation: **Halfling Trader(Northside)**

Alignment: Law Neutral Chaos

	mod	
Strength	8	-1
Agility	9	0
Stamina	7	-1
Personality	9	0
Intelligence	12	0
Luck	13	1

Saves
Reflex 0 **Speed** 20 **Init** 0
Fortitude -1
Will 0

Equipment
 Starting Funds: 19 cp
 Pony
 Hammer - small (5 sp)

Weapons
Sling +0 (1d4-1)

Notes
 Lucky Sign: Born under the loom (Skill checks, including thief) (+1)
 Languages: English, Halfling
 Halfling ability: Infravision
 XP